



# SPACE 2 RANGERS (REBOOT)



MANUAL



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## 1. THE BEGINNING

*The Desperado Adventure-hunter Manual*

### 1.1. Introduction

The main events of the second part of the game unfold 200 years after the end of the Klissan War – in 3300. Humankind is maintaining relations with four other developed civilizations of our Galaxy: the Maloqs, the Pelengs, the Faeyans, and the Gaalians.

This time a new and an even more dangerous force is threatening the Galaxy. A new extremely hazardous cyber-life form appears on one of the planets that used to be under the Klissan control – powerful combat robots, who are not only capable of carrying out orders given to them, but who also have an intellect of their own. Possessed by their own programs, the battle machines come into space spreading fear and terror across the inhabited worlds.



Thanks to the humans these robots became known as the Dominators. The civilized world is forced to withstand the oppression of three Dominator types: the Blazeroids, The Kelleroids, and the Terronoids. These three branches of machine evolution are at war with each other, which is only to the advantage of the Coalition Forces.

The concept of the freedom of choice, which was a characteristic feature of the first release, was not only kept in Space Rangers 2 – it has even been taken much further. The game does not limit you with certain scenario frames, but rather gives you a possibility to influence its course. With that – the game world (that has become much bigger compared to the first game) is living and developing according to its own laws, with something constantly happening in it: systems are being conquered and liberated, pirates are looting civil ships, governments are being overthrown on different planets, and scientists are making new discovering.

In "Space Rangers 2" the player will also have a possibility to prove his superiority not only in the space, but on the planets as well. Planetary battles are a 3-D real-time strategy. Using the firepower of the combat robots, the player will have to stand up to the Dominators – the intelligent war machines that know no mercy.

## 1.2. Features and Novelties of SR2

- **"Space Rangers 2: Reboot"** (hereinafter – SR2) represent a unique combination of a multitude of completely different gaming genres. The romanticism of space traveling and adventurism, the tactics of planetary fights and the strategy of liberating the star systems invaded by the enemy – you name it. Even the fans of arcade battling and text quests will have something to dig into with this game. It is hard to imagine a game that would be more diverse. SR2 is simply unique!
- Everything is interconnected in the SR2 Universe – it is a huge and unbelievably interesting world, that can live and evolve by itself, without your interference! It is more than 60 star systems, with a total of 250+ planets and stations, populated by intelligent beings as well as a multitude of other space facilities, that you can interact with in the process of the game.
- Aside from yourself there are hundreds of other ships in SR2 piloted by computer pilots. They roam from one system to another, trade, fight, buy new equipment and armament – in short, they are taking care of their own business, completely independent of the player. They can be civil and military ships, pirate raiders and dominator invaders, as well as over 50 other rangers, who are your direct competitors in liberating the Galaxy from the looming menace.
- You can choose which of the 5 different races, populating the Galaxy, you are going to represent, and use the unique capabilities of this or that race to achieve your goals.
- It is also possible to simply live in the SR2 world! You are free to do whatever you want: complete quests, trade, participate in planetary battles, fight the Dominators – or be a pirate and become a menace to the Coalition.
- Some of the players may enjoy being promoted up the ranking scale for killed enemy ships, while others will find it more exciting to collect micromodules and gaining experience, that allows the player to improve his 6 basic pilot skills.
- It is possible to complete the game in several different ways: you can hunt down and destroy the Dominator bosses, or else you could try to make a deal with them. Which is why the SR2 world would appeal to both those who prefer hard-line measures and convinced pacifists too.
- We have implemented a unique dialogue system. All ships can communicate with each other: advising on lucrative trading routes, extorting "road tolls", asking for help, offering military alliances or simply trading with each other.
- The vast number of standard equipment types and artifacts with unique properties will allow you to make your ship equipment as diverse as possible.
- The game features 15 weapon types, not counting modifications and upgrades, which the player can use in the tactical or arcade battles.
- The pep of SR2 would rightfully be the text quests, that the player will receive on different planets all throughout the game. A total of 22 thrilling text quests, from fairly easy to completely brain-wrecking ones, completing which the player will not only be able to obtain valuable artifacts, micromodules, and Dominator-combating software, but – most importantly – it's sheer fun.

- A total of 20 excellent musical themes will allow you to totally dive into the atmospheric world of the game.
- And lots, and lots more!..

### Key novelties compared to the previous release:

- Entirely new graphics: navigation panel, menu, ships, uninhabited planet backgrounds, and equipment.
- All planetary battles are now in full 3D! A total of 18 planetary maps with their own flora and fauna.
- Research of uninhabited planets with the help of probes.
- Two new space station types: medical bases and business centers.
- A possibility to buy any ship available in the Coalition: pirate, civil or military.
- Each hull, depending on the series is equipped with a certain number of slots for equipment and boost support.
- Weapons are broken into several different categories: fragmenting, power-weapons, and missiles.
- A flexible equipment upgrade system using the micromodules.
- 12 foreign planet illnesses which your character can catch and 12 stimulators for temporary improvement of your character skills.
- The player can now also finance the construction of new space stations.
- Instead of the points in the ranger rating, we have introduced an experience gaining system, which is being increased through the achievements of the player.
- Ordering military operations and the possibility to participate in those together with the military base.
- The hangar has also received a complete facelift. Now you have a possibility to scan ships, located on the same planet with the player.
- The navigation system has been modified to use the common double click for action.
- Over 90 character avatars.
- The prices for goods can be obtained without landing on a planet.
- The Galaxy map has 3 new sectors.
- Dynamic video trailers creating a unique atmosphere of a Ranger world.
- The entire world of SR2 has become bigger and more comfortable to live in.

### 1.3. System Requirements



#### Minimal

(this configuration does not support planetary battles)

Operation System	Windows 98/Me/NT/2000/XP
Processor	Pentium2-450 MHz
RAM	128 Mb
Hard Disk Space	800 Mb
Video Card	800*600, High Color (16 bit)
DVD-ROM	
Controls	Mouse + Keyboard



#### Optimal

Operation System	Windows 98/Me/NT/2000/XP
Processor	Pentium-IV 1,6 Hhz
RAM	256 Mb
Hard Disk Space	1400 Mb
Video Card	DirectX 9.0 Compatible
DVD-ROM	
Controls	Mouse + Keyboard



#### Recommended

Operation System	Windows 2000/XP
Processor	Pentium-IV 2,6 Hhz
RAM	512 Mb
Hard Disk Space	1400 Mb
Video Card	DirectX 9.0 Compatible
DVD-ROM	
Controls	Mouse + Keyboard

**Note:** Planetary battles require video drivers that came out after DirectX 9.0 and support all of its features.

## 1.4. Hot Keys

### Hot keys common for all modes

Esc	Open "System Menu"
F2	Save current game
F3	Load game
Space	End turn
Shift + Space	Fly stopping at the end of each day
S	Go to "Ship" menu
R	Go to "Ranger Rating" menu
M	Go to "Galaxy Map" menu
Alt + F4	Close program

### System Menu Keys

Esc	Close menu and go back to the game
C	Change game settings
E	End current game and go to Main Menu
H	Open this help file

### Planet Mode Keys

G	Go to "Government Building"
E	Go to "Equipment Store"
T	Go to "Trade Center"
I	Go to "Information Center"
H	Go to "Hangar"
P	Get general info about the planet

### Hangar Mode Keys

A	Repair ship hull
B	Refuel
F	Take off from the planet

### Space Mode Keys

I	Scan other ship
T	Talk to other ship
W	Show/Hide weapon panel
-	Select all weapons
+	Select all unselected weapons
H	Go to flight log mode
C	Center ship on the screen
F	Boost on/off

### Arcade Battle Mode Keys

Left, Right, Up, Down	Ship controls
Ctrl	Fire primary weapon group
Shift	Fire secondary weapon group
1...5	Toggle weapons
A	Autopilot on/off
P	Pause game
Alt	Pick up item in hyperspace

## Planetary Battle Mode Keys

### Strategic mode:

Left, Right, Up, Down or a, d, w, s	Move camera
Home, End or {, }	Turn camera
PageUp, PageDown or Mouse Scrolling Wheel	Camera angle
\	Default camera settings
Esc	Menu
Pause	Pause
+	Minimap zoom in
-	Minimap zoom out
Ctrl+0...9	Assign group number
0...9	Select group
, .	Toggle between robots

### Orders to robots:

S	Stop
M	Move
P	Patrol
A	Attack
K	Capture
R	Repair
E	Explode
U	Automatic attack program
C	Automatic capture program
D	Automatic defense program
Space, Enter	Shift to manual robot controls

### Base, factory:

B	Robot builder
H	Summon reinforcements
T	Build turret
C	Light turret
G	Heavy cannon
L	Laser
R	Launcher
0...9	Select parts in robot builder (roll the cursor over the slots)

### Manual robot controls:

Left, Right, Up, Down or a, d, w, s	Robot movement
PageUp, PageDown or Mouse Scrolling Wheel	Camera angle
Left Mouse Button	Fire
E	Explode
Esc, Space, Enter	Quit robot control mode

## 1.5. Game Installation and Start

### Game Installation

Insert the disk with "Space Rangers 2" into your DVD-ROM Drive. The setup window will open automatically. If it has not opened run setup.exe from the DVD manually. During setup follow the instructions on the screen. When the setup is complete press "Start Game"

*Note: during the setup process the Install Wizard will offer you to install DirectX 9.0, if you think that you already have it installed on your computer or if you have a later version, you can refuse.*

### Game Start

Insert the game disk into your DVD-ROM Drive. In the window that opens left-click on "Game Start".

or

1. Press "Start" on the Windows Taskbar
2. Go to "Programs" – "1C" – "Space Rangers 2"
3. Click on the Rangers shortcut

or

1. Open "My Computer"
2. Open the game folder (By default it is C:\Program Files\1C\Space Rangers 2)
3. Run rangers.exe

## 2. RANGER MANUAL

*Everything that every ranger needs to know!*

### 2.1. Main Menu Screen

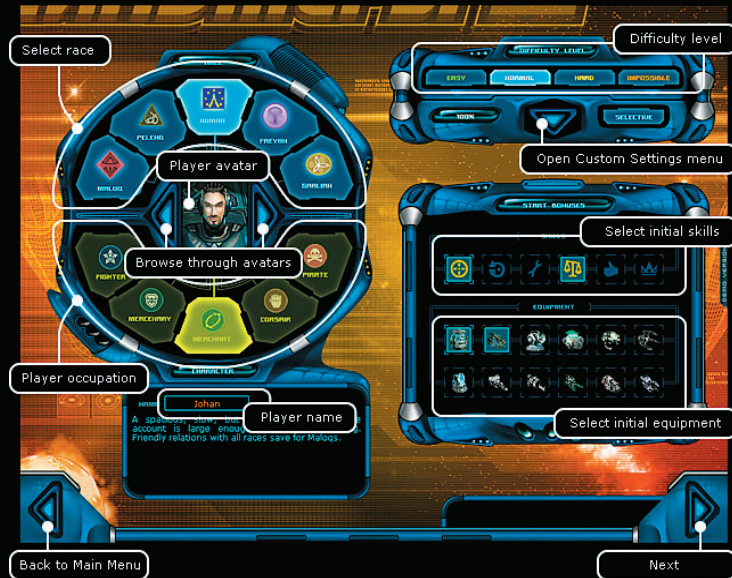
After launching the game you will be taken to the main menu screen, on which you will see the game title, version number (lower left corner) and main menu buttons:

- **New Game** – start new game.
- **Load** – load an earlier saved game.
- **Options** – set game parameters to achieve best productivity on your computer.
- **High Score** – look at your own stats and compare them with the best.
- **Credits** – find out who was breaking their necks over the creation of this game.
- **Exit** – quit game and go back to Windows.



### 2.1.1. New Game

After you press "New game" you will go to the character creation screen. Here you can select the game difficulty level, the race and the occupation of your character, and change his/her name.



You can select one of the five races: Humans, Gaalians, Faeyans, Pelengs or Maloqs. Each race has its own features and relations with other races.

#### To select your character race:

- Click on the emblem of the desired race in the upper part of the race selection window. To choose your character appearance click the arrows to the left and right of the avatar.

#### To select your character occupation:

- Click on the emblem of the desired occupation in the bottom part of the race selection window.

#### To change the name of your character:

- Simply type in the new name using the keyboard. Use Backspace to erase. The new name will be shown in the bottom part of the character selection window under the title "Character".

#### To select the game difficulty level:

- Click on the desired difficulty level in the right part of the screen.

#### The game has four preset difficulty levels:

- Easy** – at this level the Dominators would normally use and the player will receive more money for accomplishing government missions.
- Normal** – the probability of success for the rangers and Dominators is approximately equal, no additional bonuses are provided.
- Hard** – the Dominators almost always win, the opponents are stronger, and the government is giving the most difficult missions.
- Impossible** – very little time is given for accomplishing the missions and the rewards are miserably small; the Dominators are pressing hard, the opponents are very strong. Expert-ranger-only mode.

There is also the fifth difficulty level, which is **Custom**: the player has a possibility to set different game parameters to his own liking.

After you press "Next", the game will start generating the objects of a new Galaxy, and in parallel with that the introductory text will appear on the screen. After pressing "Next" again the player will find himself in his home star system, in the ranger center, where he will receive his last instructions before joining the glorious ranger ranks.

*Hint. Read the introductory texts very carefully. These contain the explanations of the game principles and some valuable hints for beginners. In the government building you will be offered to go through a crash course in piloting, trading and fighting. Use this possibility by all means! The detailed hints will help you get comfortable with the game much faster.*

### 2.1.2. Load Game

Here you can load one of the previously saved games. You can also load an autosave game, which contains the record of your last successful landing on a planet (always located in the separate bottom-most slot). Besides here you can delete those previously saved that you do not need anymore.



#### To load a game:

- Double-click on the save slot or select the slot and press "Load".

**Note.** In the upper right corner of each slot you will see the time and date of this particular save.

#### To delete an unwanted game:

- Select the slot with the game you want to delete and press "Delete".

**Note.** To save a game you will be taken to the same screen, only that the "Load" button will be replaced with the "Save" button. When saving a game you can name it whatever you want. All saved games are located in the Save folder of the game catalogue and all files will have the same names they have in the game. In the Save folder you can also delete or rename your saved games.

In the right part of the screen you will see two other windows: the upper window shows the screen in which you have saved, and the lower window shows the location of the system in which you were staying when you saved the game.

### 2.1.3. High Score

Here you can view your game stats and compare them to the etalon results. Aside from the overall sum of points the stats show such rates as, game end date, flight rank, number of killed ships, number of liberated systems, skills obtained, etc.



#### To get detailed information on this or that record:

Click on the required line in the table. All the information will be shown on the right side of the screen.

#### To delete your own records:

Press "Clear" at the bottom of the screen.

### 2.1.4. Options

The "Options" window allows to optimize the game parameters so that it runs smoothly on your computer.

If you are an experienced user you can set all of the parameters manually (the parameter descriptions are listed below). Otherwise you can use preset configuration buttons which would automatically set the game to run best on your computer.



#### To use in-built presets for all parameters:

- Press one of the three special buttons in the lower left part of the screen. For instance if you have a Pentium IV with 256 MB RAM, press "Maximum Settings". If you have a Pentium III with 128 MB RAM, press "Optimal Settings". And if you only have 64 MB RAM, press "Minimal Settings".

#### For the changes to actually get incorporated into the game:

- Press "Apply".

#### To leave the settings window without saving the changes:

- Click "Cancel" or press Esc.

#### Space Parameters Settings Window

All the parameters are broken down into three groups: **General**, **Graphics** and **Music**, which you can select by pressing the respective buttons in the upper left part of the window.

#### General

Language – currently only English is available.

Command by default – the action that your ship will perform in the space on the ship that you double-click.

- Intellectual – the computer determines what action to perform itself.
- Close in – approach the ship as close as possible.
- Chase – Target chasing.

Right-click on the ship. The right mouse button can have three different actions assigned to it:

- Scanning – if you have a scanner installed on your ship, right-click will initiate the scanning of the target.
- Talk – your ship starts communication with the target.
- Change Command – change command of action to be performed on the ship.

Flight Log (days). The higher the value of this parameter, the further back you will be able to go in your flight history and replay the past events. This parameter affects the size of the game save file. Since history records also require certain system resources, it is recommended to set this parameter to 1 on slow computers.

Scrolling Speed. The parameter affects the scrolling speed of the screen in the space mode, when you roll your cursor to the edge of the screen. The larger the value of the parameter the faster the scrolling speed.

Day Duration. This is the speed of events show within one turn. For slow computers it is recommended to set this parameter to "slow", so that the processor has enough time to calculate the next turn in the event of a several-days flight.

Next Day Calculation Start. This parameter allows to set the start of calculation of the next day in the event of a several-days flight. The point is that once the calculation is started, you will not be able to go back in real time after pressing "End of Turn". By default the parameter is set to 100%, which means automatic determination of calculation start. When the parameter is anything less than 100%, the calculation will start exactly at the specified moment. Suppose the value is set to 99%, then the calculation of the next day will start only at the very end of the current day. On slow computers this may result in certain slowing-down of the system work. When the value is set to 0%, the calculation will start right after the completion of the calculation of the current day (while all of the graphics are being shown on the screen), this will allow the

ship to move smoothly without slowing down through a several-days flight, however if you press "End of Turn" to stop this flight, there will always be an extra day passing before the ship actually stops.

Autopilot in Black Holes. Determines the time in seconds it will take for the ship to go into autopilot mode in the black holes.

### Graphics

These parameters affect the visualization of certain graphic elements of the game and the overall graphic speed.

Screen Resolution – 1024x768 or 800x600. Setting a smaller screen resolution will allow for faster graphics output on slower computers.

Brightness, Contrast – allows to set these parameters right in the game.

Background, Captain Animation, Star Animation, Fogs, Satellites, Ship Trails, Comets, Space Winds, Planet Clouds, Planet Atmosphere – switching some or al of these parameters off will allow for a faster graphic output on slower machines in space mode.

Government Animation, Equipment Animation, Hagar Animation, Animated Background on the Main Screen – switching some or al of these parameters off will allow for a faster graphic output on slower machines in planet mode.

Out-Of-Radar Field – normal or dimmed. Setting the dimmed out-of-radar field will slow down the overall graphic output in the space mode so do not switch this option on if you have a slow computer.

FPS – this parameter allows to evaluate the graphic output speed on your computer. When you switch this parameter on a sign will appear in the upper part of the screen showing the number of frames per second (FPS). If the FPS value is less than 30 this will negatively affect the eyesight, and it is recommended to switch off the visualization of some or all graphic elements in this bookmark.

### Music

These parameters set the replay of background music and sound effects in the game, as well as affect the overall game throughput. If you have a slow computer first of al it is recommended to switch off the background music, which will remove the necessity of decoding the music files. The sound effects do not really affect the speed of the game.

Sound FX – on/off.

Space Sounds – on/off.

Sound FX Volume – 0 through 100%.

Music – on/off.

Music in Space – on/off.

Music Volume – 0 through 100%.

### Planetary Battles Parameters Settings Window

This window contains two groups of parameters: **Graphics** and **Music** which you can select by pressing the respective buttons in the upper left part of the window.

#### Graphics

These parameters affect the visualization of certain graphic elements of the game and the overall graphic speed.

Screen Resolution – 1024x768 or 800x600. Setting a smaller screen resolution will allow for faster graphics output on slower computers.

Colors – 32 bit per pixel or 16 bit per pixel. Allows to improve the quality of the picture on the screen on faster machines.

Refresh Rate – maximum and default. This parameter sets the frame refresh rate. It is recommended to leave this parameter at "default". For computers with large multimedia capacities it is possible to set the maximum refresh rate.

Brightness, Contrast – allows to set the respective parameters.

Stencil and Projection Shadows – shadows of al objects in the maps.

Stencil Robot Shadows – robot shadows. These considerably affect the overall system throughput. It is recommended to switch the robot shadows off on slower machines. .

Object Selection Frame – normal and alternative. The frame is used to select several objects. You can change its appearance. The regular frame is bright-green and empty inside, the alternative frame is bright-green and black inside.

Metal on objects and on the ground – if this parameter is switched off, you will not see the light play on metallic objects.

Cursor Support – HW/SW. With HW cursor support the mouse movement will become smoother. In Windows 98 on SW cursor support is available.

Skies – the quality of the sky texture is to be selected based on the capacity of your computer. If you have a powerful system you can go ahead and select set this parameter to the maximum enjoying the sights of foreign-planet landscapes to the fullest. On slower machines it is recommended to set low sky resolution or to switch it off altogether.

#### Music

These parameters set the replay of background music and sound effects in the game, as well as affect the overall game throughput. If you have a slow computer first of al it is recommended to switch off the background music, which will remove the necessity of decoding the music files. The sound effects do not really affect the speed of the game.

Sound FX – on/off.

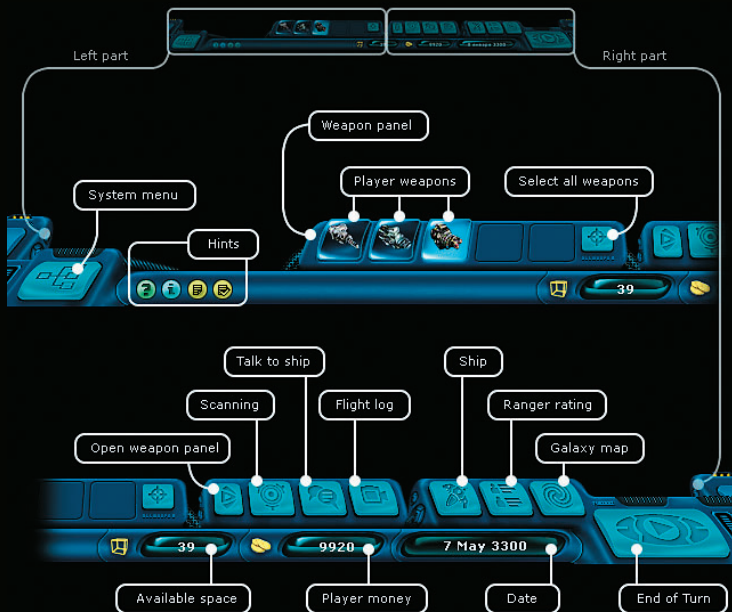
Sound FX Volume – 0 through 100%.

Music – on/off.

Music Volume – 0 through 100%.

## 2.2. Navigation Panel

The navigation panel is located at the very bottom of the screen and is comprised of the following elements.



On the left is the "System menu" button. Further downstream there may be a random number of hint-icons: – current mission, – saved dialogue screen, – hints, etc. Further to the right there is a set of small windows showing the current date in the game world, available space in the hold and the amount of money the player has. Finally on the very right is the main button in the game – "End of Turn".

Above the navigation panel there are seven more buttons: "Show Weapons Panel", "Ship Scanning", "Talk to Ship", "Flight Log", "Ship", "Ranger Rating" and "Galaxy Map". In addition these seven permanent buttons there may appear some additional buttons depending on the current mode of the game (see planet mode, space mode).

When the player moves the cursor over one of the interface elements, a short description of this element will appear on the panel and the respective hotkey, provided there is one.

### Saved Information Icon –

Many of the dialogue windows of the game contain the following special element – . This is a very valuable option!

By pressing this icon, you can save the current window contents to the ship board computer, be it prices for goods in the *trading center* or the news received from the *information portal*. At that the icon will appear on the navigation panel. Later in the game you will be able to look up or delete any of the saved windows.

To save the contents of the dialogue window:

Press , in this dialogue window. The icon related to this screen will appear on the navigation panel.

To view the contents of an earlier saved window:

Roll the cursor over the icon on the navigation panel.

To delete an earlier saved dialogue window:

Right click on the icon on the navigation panel.

*Note.* Other hint-icons are similar to . The only difference is that they will appear on the navigation panel by themselves, and not as a result of user actions. Some of the important hints cannot be deleted, until certain things in the game happen (for instance until the pending government mission taken upon by the player expires)

### 2.2.1. System Menu (Esc)



The system menu consists of six buttons (with respective hotkeys in brackets)

**Continue (Esc)** – close system menu and go back to the game.

**Save (F2)** – save current game.

**Load (F3)** – Load a previously saved game.

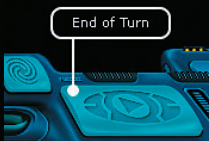
**Options (C)** – change Game Options.

**Help (H)** – help file.

**Exit (E)** – quit current game and go back to main menu.

And one additional **Close Window** button with cross-sign in the bottom right corner.

### 2.2.2. End of Turn (Space)



"End of Turn" – is the most important button in the game. Pressing it will cause your ship and all the other ships in the game to perform orders given to them earlier ("flight", "land", "shoot" etc.). At that this can take one or several game days (turns) – depending on the nature of the command. For instance if the player has scheduled a several days flight then pressing the "End of Turn" will cause the ship to fly over the course of several game days, unless the game events or the player himself interrupt the flight.



End-of-turn can be actuated in the space mode in an easier way too: visually determine the location to which you want your ship to go and double-click on it.

#### To interrupt several days flight:

Press "End of Turn" or **Spacebar** again. If you are in the space, the ship will not stop instantaneously but only at the end of the current day.

#### To go on a several days flight with stopping at the end of each day:

Press "End of Turn" (**Space**) while holding down the Shift key.

*Note. When you are on planet you should only press "End of Turn" if you are expecting the prices to change in the trading center or if you are waiting for a government mission to become available.*

### 2.2.3. Ships (S)

In this window you can see yourself and your ship. In the upper part of the window the main characteristics of your ship are shown: defense, available hold space, weight and speed. In the center of the window you can also see the hull type, and the equipment and armament, installed in special slots. In the bottom you can see the items that are contained within your hold. In the right side of the window, you can see the pilot name, his picture, character, flight rank, awards and skills.

Items can be moved from the slots to the hold and back. When you are on a planet items can be sold, thrown away, repaired or put in storage.

*Note. Some of the hulls can have only a limited number of activated slots. These depend on the ship series. In the center of a closed slots you can see "n/a". Some of the non-standard equipment (artifacts) will allow you to increase the number of active slots.*



**Attention!** In order for the equipment to work properly it must be installed into the right slot. The engine must be installed in the engine slot, the scanner – into the scanner slot, and the fragment weapon – into the weapon slot. Equipment of weapons contained within your hold are not functioning!

#### To move an item from the hold to a slot:

1. Select this item by clicking on it. The mouse cursor shape will change to a "hand", holding the selected item, and the slots into which the item can be installed will be highlighted.
2. Click on the highlighted slot that you want to install the item in.

When on the planets and stations, right next to the ship window you will also see the "Service Center" window.



**To sell or repair an item:**

1. When on the planet, click on the item to select it. The mouse cursor shape will change to a "hand", holding the selected item, and in the left part of the screen, in the "Service Center" window you will see the hatches "Sell" and "Repair" open, (the fuel tank will also have the "Refuel" option).
2. Put the item into the required hatch.

**Note.** If an item is not damaged (does not require repairs), the "Repair" hatch will not open.

**To put an item in storage:**

1. Click on the item to select it. The mouse cursor shape will change to a "hand", holding the selected item.
2. Drag it to the drawing lower part of the "Service Center" window.
3. Click on the free slot.

**To throw an item away:**

1. Click on the item to select it. The mouse cursor shape will change to a "hand", holding the selected item.
2. Drag it to the drawing slot "Thor Away".
3. Click on the opened slot to get rid of the item.



**Note.** Mind you, if you throw away your engine or your fuel tanks the ship will not be able to fly. And after you throw away the gripper you will not be able to pick up any items in space.

Some of the non-standard equipment can be activated in the special activation slot. This slot will appear to the left of the main ship window, when you take an item with this option.

When you roll the cursor over this or that element a pup-up window will appear with the description of this element. For instance you can view the description and characteristics of any item on board of your ship. Or else you could find out, how many experience points you have yet to gain to be promoted to the next flight rank or increase a certain skill.

To find out the number of points left to promotion to the next flight rank:

Roll the cursor to the emblem of your current flight rank in the right part of the screen.

**Note.** The new rank will not be assigned to you automatically, to actually be promoted you must visit one of the military bases.

**To find out the number of points left to increase a certain skill:**

Roll the cursor to the icon of this skill in the right part of the window.

**Pilot Skills:****Accuracy**

The accuracy skill developed to a 100%, will allow the pilot to inflict maximum damage onto the enemy. For instance if a weapon specs reads that this weapon can inflict 24-36 units of damage, with 100% accuracy skill it will always hit with 36 damage points.

**Maneuverability**

A pilot with 100% maneuverability will receive minimal damage in combat. If the maneuverability and the accuracy of the opposing sides have the same values, a random damage will be inflicted within the weapon capacity limit. (For more info on the calculation of damage depending on "Maneuverability and "Accuracy", see "Weapon Shooting".)

**Technical Skills**

A pilot with maximum technician skills, will have a x2-reduced equipment wear and be able to control up to 7 research probes.

**Trading**

A pilot with maximum trading skills will not lose any money in selling his old equipment.

**Charisma**

When the pilot has this skill developed the maximum, the negative reaction of those around you to any of your actions will be reduced twice. Likewise their positive reaction will be doubled. Besides the charm help increase the amounts of rewards for accomplished missions.

**Leadership**

A pilot with maximum leadership skills can have up to 5 other rangers in subordination. Still when you negotiate the hiring of this or that pilot keep it in mind that a ranger with higher rank will never obey to a ranger with lower rank.

### 2.2.4 . Ranger Rating (R)

The rating is an open thing and is maintained and updated by the Ranger Centers for comparative analysis. The rating is a list of all registered rangers, listing their experience and other important characteristics. (Experience points are given to a ranger for liberation of star systems, military action, trading, missions, etc. By receiving experience points the ranger can increase his skills.) The higher the rating of a ranger, the bigger is his input considered into the common goal.

N	NAME	CHARACTER	PRICE	RANK	EXPERIENCE
3	Pekhi Montza	Mercenary			38363
4	Assimay	Raider			37564
5	Peter	Fighter			37187
6	Kleheon	Merchant			35249
7	Menalkan	Magnate			32331
8	Yansa-Ank	Merchant			32313
9	Konghamy	Fighter			28355
10	Rakh Tzulan	Merchant			27125

Peter		Kills:			
Weaponry		Dominators	Pirates	Others	Total
Wealth		56	1	0	57
		Systems liberated: 4			

In the left part of the window there is a sort of a "hall of fame": that is rangers who are considered the most distinguished in a certain category (merchant, warrior, pirate).

By default the rating is sorted by experience. Yet you can have sort the list by other categories: name, race or rank, in ascending or descending order.

#### To sort the list by certain criteria:

- Click on the name of the respective column.

#### To sort the list in ascending or descending order:

- Click on the column again.

### 2.2.5. Galaxy Map (M)

This is the map of the explored part of our Galaxy. It is contained of several constellation sectors. In the beginning of the game the ranger will receive a detailed map of only the nearest constellations. Star maps of other sectors can be obtained from the government houses, but only on the planets of those systems, that adjoin these unknown sectors.



On the map you can look up the distance to any of the stars in parsecs, as well as receive the list of planets and space stations in any of the star systems, with their racial property and attitude to the player.

When in the open space the, player can jump into a different star system.

#### To find out the distance from the current star to any other star:

- Left-click on the required star.

#### To receive a full list of planets and space stations in any star system:

- Right-click on the required star.

## 2.3. Planet Screen

After landing you will see the screen with the open view of the current planet. In the bottom right corner you will see a small window with the information on the race inhabiting this planet, its political and economic system, population numbers and the overall attitude of the planet to yourself.



The population of the planet affects the amount of goods in the trading center and the equipment in the store. The type of economy determines the prices on certain groups of goods:

- **Agricultural** — low cost on food supplies, medicaments and alcohol.
- **Mixed** — average prices on all goods.
- **Industrial** — low cost of equipment and luxury items.

The political system affects the legitimacy of goods, say, drugs and alcohol. The political system can be one of the following:

- **Anarchy**
- **Dictatorship**
- **Monarchy**

- **Republic**
- **Democracy**

A lot depends upon the attitude of the planet to you. You can only receive special government missions, if you are in good or excellent relations with this planet. If the relations are bad, you will not be able to trade, buy equipment or use the services of the info center. However in order to make up for it you can bribe an official in the government house. Then again even this will not help if the attitude towards your persona on this planet is worse than bad — you can even get jailed, so that you have some time to contemplate your behavior.

In the planet mode following additional buttons will appear above the navigation panel:



**Government House (G)** — get a government mission, buy a star map, or bribe an official.

**Equipment Store (E)** — buy equipment.

**Trading Center (T)** — buy/sell goods for transportation.

**Information Center (I)** — find out the latest Galaxy news and use the search database.

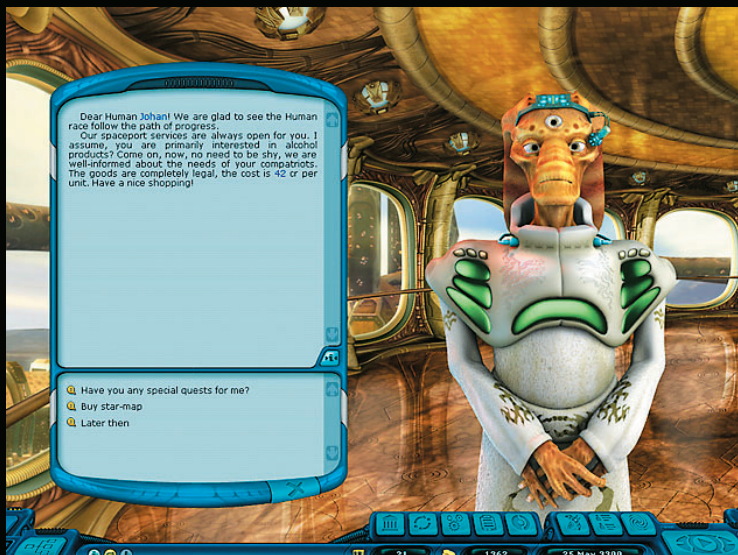
**Hangar (H)** — refuel, takeoff.



### 2.3.1. Government House (G)

In the government house the player will meet the official representing the race inhabiting this planet. Here you can:

- get a government mission
- get some valuable trading advice
- buy maps of the nearby star systems
- bribe the official to improve your relations

The communication with the official is organized in the form of a dialogue, the player answer options are shown in the bottom part of the dialogue window.



**Hint.** To save the contents of the current window, press the  icon in the right part of the screen. A respective icon will appear in the navigation panel at the bottom of the screen. Now you can view the contents of this window at any time by rolling the cursor over the icon .

### Government Missions

Government missions are an important part of the game process, so accomplishing those is quite useful. For them the player can receive money, awards, the good attitude of this race, or some valuable items (artifacts). However keep it in mind, that if you fail to complete your mission on time, you will not only receive nothing in return, but the attitude of this planet to you will worsen too.

**Hint.** Before you select the mission difficulty level (and its time to complete), use the Galaxy Map to see how long it is going to take you approximately to get to the mission destination system. Always select those government missions that provide a certain time reserve, in case anything unexpected surfaces!

### 2.3.2. Equipment Store (E)

In the equipment store you can find equipment and weapons for sale. The level of the goods on offer depends on the home race and the technological development of this particular planet. The cost of each item is determined by its characteristics, size and quality. The smaller the item and the better its quality, the higher will the cost be.



**Remember!** The best items available are Gaalian-made, then go the Faeyan items. Human-made items are mid-quality, and the Peleng ones are a bit worse. The worst are the Maloq items: these will break fast and are in a permanent need of repairs. However they are the cheapest ones so you can still get a good bargain.

Each item in the store has a marking in the form of horizontal rectangles in the right part of the icon, and Roman numerals over the icon, and letters in the bottom. All of these signs show one and the same parameter – the technological advance level of the item. There is a total of 8 advance levels for equipment (A, B, C, D, E, F, G, H).



**To find out the characteristics of a certain piece of equipment:**

Roll the cursor over this piece of equipment, and a window with detailed characteristics will pop up.

**Hint.** To compare the equipment on sale with what is already installed on your ship, you can open the "Ship" (S) dialogue over the shop window.

### To buy equipment from the store:

Left-click on the desired piece.

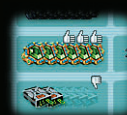
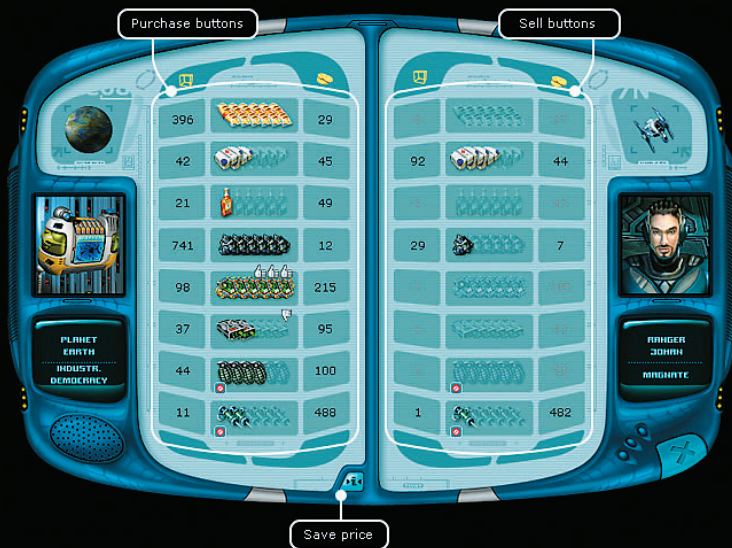
**Note.** This operation will not be possible if you do not have enough money or available hold space.

**Attention!** All of the newly bought equipment (save for the hull) will be placed in the hold and you will have to install it manually. To do that use the "Ship" (S) window. The new hull will be delivered to your warehouse where you can install it also in the "Ship" (S) window.

### 2.3.3. Trading Center (T)

The game features a total of eight groups of goods: **food, medicaments, alcohol, minerals, luxuries, machinery, weapons and drugs.** All of this can be sold and bought in the trading center.

In the left part of the window you can see the available amount of goods of each type and the price at which it can be bought. On the right you can see the amount of goods on your ship and the price at which these can be sold.



For player convenience in the central part of the window right next to the icons with the goods you will also see a thumbs-up or thumbs-down icon indicating whether it is profitable to purchase this type of goods on this planet. This feature is for those users who do not want to be bothered with remembering the exact prices for this or that type of goods looking for the most lucrative deal and who want to make the trading process fast and easy.

### To buy certain goods:

1. Left click on the panel with the required goods in the left part of the window. A "purchase" pop-up window will appear on the screen.
2. Select the amount of goods to be procured (using the slider or by clicking the "Max" button).
3. Then press OK.



**Note.** You will not be able to purchase the goods the price of which exceed your savings or the size of which exceeds the available space in your hold.

### To sell certain goods:

1. Left click on the panel with the required goods in the right part of the window. A "sell" pop-up window will appear on the screen.
2. Select the amount of goods to be sold (using the slider or by clicking the "Max" button).
3. Then press OK.

**Note.** When selling the goods, first check how much you paid to buy it. To do that roll the mouse cursor over the required goods and read the text message that will appear on the "Navigation Panel".

### Price of Goods

The price of the goods on each planet is determined by a large number of factors. It not only depends on the native race and the economic system, but also on the intensity of cargo transportation on this planet. The prices are formed dynamically. Today the planet may be in need of some goods, and the prices for them there may be very high. But already a month later the prices may drop because of the excess supply. So you should carefully listen to the advice of those merchants you encounter in the space and read the news in the Information Center. Then you will be able to easily live off your trading operations.

**Hint.** To remember the prices for the goods on this particular planet click on the icon in the central bottom part of the window. An icon will appear on the navigation panel below. Now you will be able to view the prices for these goods, by simply rolling the mouse cursor over the icon .

*Attention! There is an even better way of checking out the prices on the planets. You can find out the prices in the trading center without landing on the planet. To do that simply right-click on the planet and the price icon will appear on the navigation panel. Receiving the price this way is only possible within the effective radar zone.*

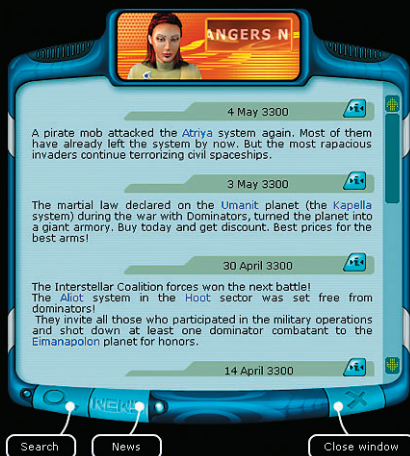
## Illegal Goods

Quite often the most commercially beneficial deals would involve illegal goods. It is up to the ranger himself whether he wants to break the law or remain an honest citizen. For instance you could purchase drugs from the Pelengs quite legally and then sell it with good profit to the Gaalians. This will make you truly rich. However the Gaalian government will not be pleased with such activities unworthy of a ranger and will soon change their attitude to you for the worse. So later you will have to spend a lot of effort and money to restore good relations with them or else avoid landing on Gaalian planets...



When you are about to draw an illegal deal, you will always see a warning – so don't worry – you will not be able to accidentally break the law. The legitimacy of certain goods on the planet is depending on two factors: native race and political system.

## 2.3.4. Information Center (I)

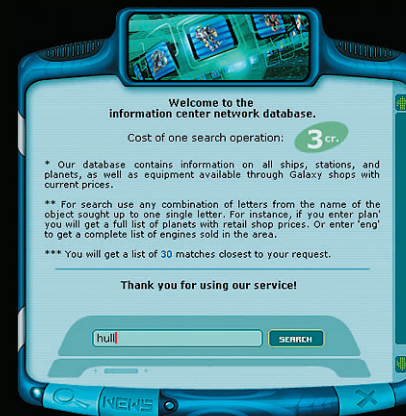
The Information Center publishes the latest Galaxy news. By reading the news regularly, you can keep yourself up to date with the business, political, military and scientific life of the Coalition, which is essential for your success in the game. From the news you can find out about the



liberation of star systems from Dominators, price drops on certain goods, appearance of certain notorious pirates or famous merchants in some systems, the opening of black holes, as well as a lot of other useful information.

**Hint.** To remember a certain news item click , located on the right together with the date of this news. Now you can read this news item again any time by simply rolling the cursor over the  icon on the navigation panel.

In the information center you can also switch to the search mode and find out the current location of any important object, be it a ship, planet, space station, or a cool gun in storage. Thanks to this information you can accomplish such difficult missions as search and destroy of some mean pirates.



### To switch into the search mode:

- Click on the "Magnifying Glass" icon in the lower left part of the screen.

### To search:

- Type in a part of the name/description of the sought object into the search line. Examples of search lines: "a", "earth", "lyakusha", "radar".
- Click "Find".

*Note. The search is not key sensitive, that is "AlFa" and "alfa" are considered the same.*

*Note. One search operation costs 3 cr.*

### To go back to the news mode:

- Click "NEWS" in the bottom of the window.

### 2.3.5 Hangar (H)

This window shows a projected view of a hangar with ships parked therein. Here you can repair the hull of your ship, examine the interior of other ships, refuel and take off from the planet. For the pilot's convenience, the robot in the left part of the panel will always inform you on the state of all the most important ship components (hull, engine, fuel tanks).



Your ship is always located in the first closest parking lot.

If you do not have an engine or fuel tanks installed you will not be able to take off. If that is the case you will have to go to the equipment store and buy everything necessary there, after which you should install your new possessions into their respective slots, by going to the "Ship" (S) window.

#### To examine the interior of other ships:

- Right-click on the ship you want to examine. You will get the information on its interior even if you do not have a scanner installed (you can click your own ship too).

#### To repair the ship's hull:

- Click "Repairs" (A) in the bottom part of the window.

The button will only be available in case the hull is actually damaged.

#### To refuel:

- Click "Refuel" (B).

The button will only be available in case the tanks are not actually full.

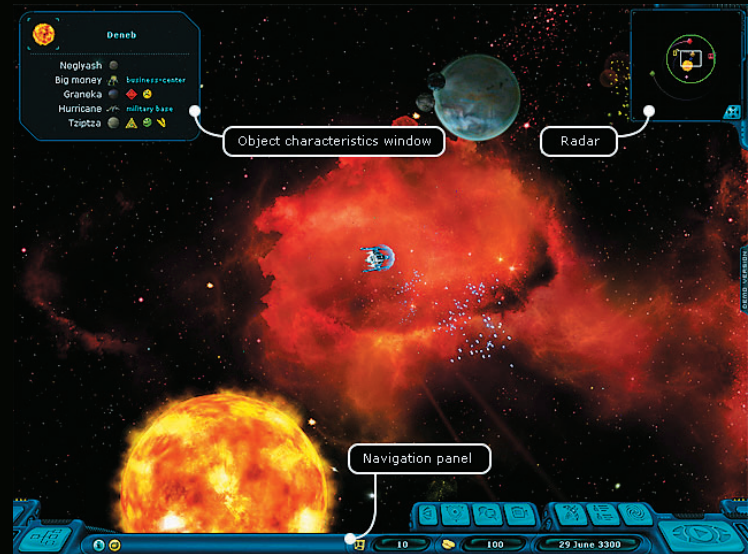
#### To take off from the planet:

- Press "Takeoff" (F).

*Hint. Always refuel before takeoff! If your fuel tanks are not filled to the brim you may not have enough fuel to go to a different system, and you will have to go back to the planet.*

## 2.4. Space Screen

When you are in space, you will see a certain part of the star system in front of you. There you may find different space objects: ships, planet, space stations, items, etc. Information on any object can be seen in the pop up window after you roll the mouse cursor over the object.



In the upper right corner of the screen you will see the radar panel, as well as some additional buttons over the main navigation panel:

- **Scanning (I)** – examine the interior of the target ship.
- **Talk (T)** – start a dialogue with the target ship.
- **Weapon Panel (W)** – show/hide weapons.
- **Flight Log (H)** – go to history replay mode.


**When in the space the player can give the following commands to his ship:**

- **Flight** – fly to the specified point.
- **Land** – land on the specified planet or space station.
- **Chase** – follow the target ship at a certain distance or fight in automatic mode.
- **Jump to Star** – make a hyper-jump to another star system.
- **Pick up Item** – pick the item on board of your ship.
- **Shoot** – shoot other ships or asteroids.


**For quick scrolling through the space screen:**

- Move the mouse cursor to the side of the screen, in the direction of which you want to scroll.

**For precise space screen scrolling:**

1. Press and hold the right mouse button, the cursor will take the "scrolling" shape .
2. Continuing to hold down the right mouse button, move the mouse cursor in the required direction.

**To return the camera back to the player ship:**

- Press **C** or click "Center Ship"  at the bottom right part of the radar panel.

### 2.4.1. Radar



The radar is an auxiliary window located in the upper right corner of the screen. With the help of the radar you can quickly move the camera anywhere in the star system. (The camera itself is the part of space that the player sees in front of him on the screen at the current moment of time, its location on the radar is show with a white rectangle.)


The center of the radar screen is always the current star, around which the planets go.

The bright green circle shows the effective radar radius. Inside this circle you can see picture of different objects around the player. The other part of the panel is dimmed. If the radar is not installed or is out of order, the entire panel is dimmed and the player will only see the star and himself on the radar.

**To move the camera to an object (ship or planet):**

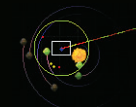
- Click near this object on the radar.

**To return the camera back to the player ship:**

- Press "Center Ship" (**C**)  at the bottom right part of the radar panel..

This button becomes quite useful if the player has lost his ship.

**To find out the number of turns for a several days flight:**



Specifying the transfer point for your ship, you can see how many days it is going to fly there on the radar. To do that roll the mouse cursor over your own ship. On the radar you will see a punctured line of green and red color. Each section means one turn.

**Radar Legend:**

**Stations:**

	Ranger Center
	Scientific Base
	Military Base
	Pirate Base
	Medical Base
	Business Center





**Planets:**

	Maloq
	Peleng
	Human
	Faeyan
	Gaalian
	Dominator
	Uninhabited

**Ships:**

	Maloq
	Peleng
	Human
	Faeyan
	Gaalian
	Dominator

**Miscellaneous:**

	Container/minerals
	Asteroid
	Missile/Torpedo
	Black hole


**2.4.2. Scanning (I)**

If you have a scanner installed on your ship, you can try to examine the interior of another ship, that is see whatever equipment and weapons it has gotten onboard. This information may come very handy in battle, since then you will exactly know how strong your enemy is.

**To scan a ship:****Option 1**

If you did not change the default right-click parameter in the Options, you will easily scan the other ship by right-clicking on it.

** Option 2**

1. Press "Scan" (I). At that the mouse cursor will change its shape .
2. Click on the ship that you want to scan. If your scanner is more powerful than the other ship's protection field, you will see the interior of the specified ship.

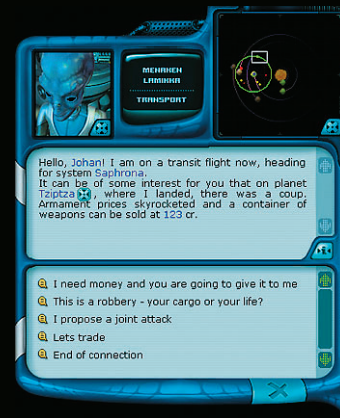
**Scanner Failure Reasons:**

1. If your radar is out of order or if the target ships is outside of the radar radius, the scanner will not work.


2. Dominator ships cannot be scanned due to their special structure.
3. To scan the ship you need to penetrate through its protection field. If the field is more powerful than your scanner, you will not be able to scan the target ship. (The power of any ship's protection field is shown when you roll the mouse cursor over this ship.)

**2.4.3. Talk (T)**


You can start communicating with the captain of another ship. Normally the captain will respond to you depending on the current situation. If this is a trade ship it will inform you of its schedule: its point of destination, where it is coming from, and what the prices are like there. If this is a pirate or a ranger, it – depending on the attitude to the player – will either give you a piece of good advice or suggest that you mind your own business and get the heck out of its way.



Using the dialogue you can either draw a combat alliance with the other party, or ask them to stop the attack. You could trade with another ship or scar them big time and take their money and some of the goods. Rangers can also be hired for service, provided that you agree on the conditions of the partnership.

 If you manage to hire another ranger a new partner panel will appear below the radar. When you left-click on the ship icon the camera will center on it; if you right click on the ship you will start talking to it. When talking to your partner you can give him orders to which he will obey! For instance if you are going to land, you can turn to your subordinate and order him to land as well. He will divert the course immediately. If your subordinate has fallen behind do not worry he will find you eventually no matter where you are going to go. If he is located in another system, his icon will be inactive.


**To start talking to another ship:**

1. Press "Talk" (T). At that the shaper of the mouse cursor will change to .
2. Click on the ship you want to communicate with.

**To stop the dialogue with another ship: :**

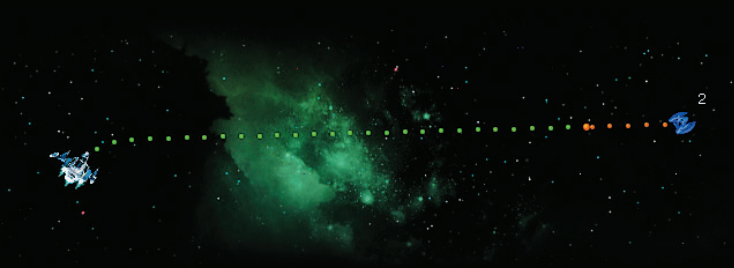
- Select "End of connection" or press the "Close Window" button.

You can only communicate with those ships that are within your radar range. So if you do not have a radar installed or if it is out of order, you will not be able to talk to other ships.

**Note.** When you are in the talk mode you can move the space map on the radar, or move the camera about the space by holding down the right mouse button. Also in the dialogue mode the planets or ships that are mentioned will have a "center camera" button .

Ships can start talking to the player or to each other by themselves too. The icons of intercepted messages are placed in the bottom of the navigation panel and can be viewed by the player.

Lyakusha Agurokhan -->Sharakesh Tratzakish -32-  
- Sad as it is to part with my money, but it'd be even sadder if it was my life. So be it, take this 495 cr, and find yourself another target for attack!  
- I reported your proposal back home, to the planet of Tziptza. My management does not think this sum to be satisfactory. I have orders to continue the attack.

**2.4.4. Flight****To fly to a random point:**Option 1

Visually determine the place to which you want to navigate your ship, and double-click on it.

If you double-click on a planet or station, you will automatically land. If you double-click on a ship than your character will perform an action that has been specified in the Options.

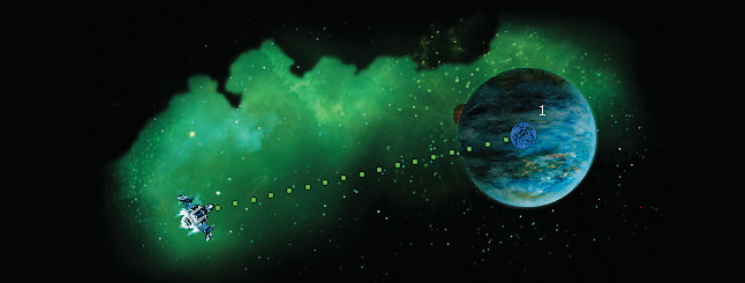
Option 2

1. Click anywhere in the open space. The screen will show the trajectory of the flight to this location, and specify the number of days it is going to take. Green dots show the distance your ship will cover in one day, and the orange dots show the rest of the distance to be covered.
2. Press "End of Turn". Your ship will start flying towards the specified location.

**To interrupt a several days flight:**

Press "End of Turn" again. The ship will stop at the end of day.

**Note.** The "Fly" command can be combined with "Pick up an item" and "Shoot".

**2.4.5. Landing****To land on a planet or space station:**Option 1

Double click on the landing point and the ship will automatically fly there.

Option 2

1. Click on the planet or station on which you want to land. The trajectory of the flight to the destination point will appear on the screen and the cursor will change its shape to "planet". If the cursor has the shape of a ship click on the object again.
2. Press "End of Turn". Your ship will fly to the specified location, and then land there.

**Remember:** The ship can automatically calculate an **approximate** number of days required to get to the destination point.

### 2.4.6. Chase

There are three chasing modes. To activate any of them, perform the following actions:

1. Click on the ship that you intend to chase one or several times, (take pauses or else you will make a double-click, and the ship will automatically proceed in the current mode). The clicks will consequently change modes. The first click will activate "Close in", the second click will activate "Follow", and the third click will activate "Autocombat".
2. Press "End of Turn". Your ship will start following the target ship in the selected mode.

Each mode has a corresponding cursor of its own.



#### Mode Description:

- **Close in** – follow the selected ship as an escort.
- **Follow** – keep the other ship at firing distance.
- **Autocombat** – chase the enemy and fight him till the end.

*Note. Disadvantages and advantages of the autocombat:*

#### Advantages:

- no need for giving orders each turn;
- the player ship flies and fights by itself.

#### Disadvantages:

- The player cannot control his ship until the enemy ship is killed, or until the player ship receive considerable damage, or until the player presses "End of Turn".

### 2.4.7. Jump to Star

To jump to a different system:

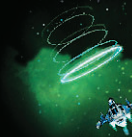
1. When in the space, open the "Galaxy Map" (M).



2. Click on the star you want to jump to within the radius of your hyper-jet (a circle with the center in the current system). The map will show the route to this star system.
3. Double click on the destination star or click "Jump". The "Galaxy Map" will close and the ship will automatically go to the hyper-jump point.
4. Press "End of Turn" or Spacebar.

*Note. If you have selected a star system to which you cannot go, the computer will notify you. That most likely means that you either do not have enough engine capacity or insufficient fuel.*

As soon as the ship reaches the borders of the current star system it will make a jump.



### 2.4.8. Picking up Items

An item is anything that a ship can carry in its hull. It is equipment and weapons, goods and artifacts, quest and scenario items. Any item located in the space, can be picked up on board, if your ship has a gripper of sufficient capacity. If when you roll the mouse cursor over an item the shape of the cursor turns into a "hand" it means that this item can be in principle picked up.

**Attention!** You **will not** be able to pick up anything without a gripper, so you should first visit the equipment store.

#### To pick an item on board of the ship:

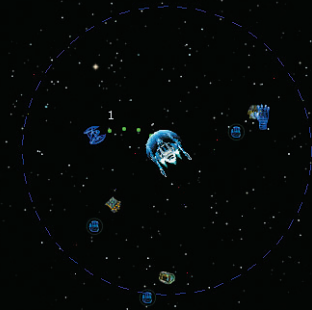
##### Option 1

Double click on the item. The ship will fly over and use the gripper to pick up the item on board.

**Hint.** If you plan to pick up several items left-click on each of them (a small hand-shaped icon will appear near each), and then double click on the last item. The ship will proceed picking up the specified items automatically.

##### Option 2

1. Fly closer to the item so that it is located within the effective zone of your gripper (shown as a circle when you roll the mouse cursor over the item).
2. Click on item. A small hand-shaped icon will appear near it.
3. Press "End of Turn". The gripper will lift the item on board of the ship.



**Note.** The item will not be taken on board of the ship in two of the following cases:

- It is outside of the gripper radius. In this case fly closer to the item and try again.
- Your gripper capacity is not sufficient to pick up this item. Buy a more powerful gripper to correct this.

It is quite possible that several ships will be after one and the same item. In that case that ship which is closer will pick the item up.

Any item in the space can also be shot from your weapons – so that your competitors do not get it.

**Attention!** If your ship is overloaded it will not be able to fly until you get rid of the excess cargo. So take only what you can actually carry.

### 2.4.9. Weapon Panel (W)

Pressing the "Hide/Show Weapons" button opens the weapon panel with 5 slots, each of which may have a gun installed in it. As a result the ship may have up to 5 weapons ready for battle, provided that its hull allows for such a number of weapons. The weapon panel serves to lock the installed weapons onto the targets (enemy ships, asteroids). You can aim several weapons onto one target, or – aim different weapons onto different targets. Weapons contained within your hold cannot be shot from, unless you install them onto the ship and prepare them for battle.



#### To install a weapon from the hold into the weapon slot:

1. Press "Ship" (S).
2. Click on a weapon in the hold. The mouse cursor will change its shape to that of a "hand" holding the weapon.
3. Click on the weapon slot into which you want to install the weapon.

#### To close the weapon panel:

Press "Hide/Show Weapons" again.

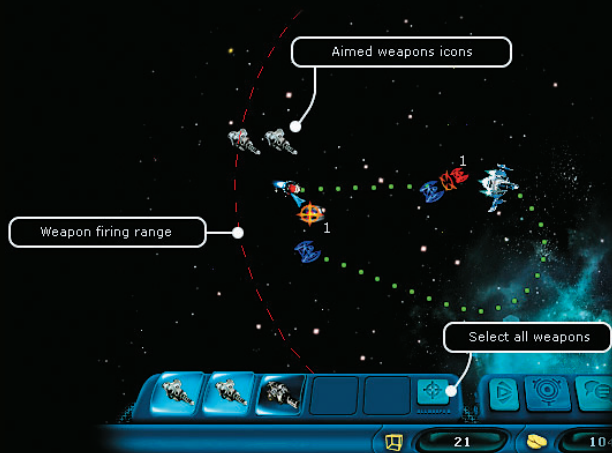
More on firing in the "Shooting" section.

## 2.4.10. Shooting

The player can battle other ships in one of the two possible modes:

1. **In the chasing mode** "Autocombat". In that case the battle will happen automatically, and the player will have nothing else to do but to watch waiting for victory. This option is useful if you are fighting against one ship and are fully convinced of your superiority.
2. **In manual mode.** In this case the player controls the ship flight and weapon shooting each turn.

In the manual mode the player will have to prepare his weapons for battle (i.e. open the weapon panel), aim the weapons, and then start shooting. You can fire at several target simultaneously, designating a weapon for each target. Also you can aim several weapons onto one target. What you cannot do though is set several different targets for one weapon, so it is highly recommended that you have as many guns on your ship as possible!



**To aim a weapon onto the target:**

1. Click on the weapon you want to shoot from. A circle showing this weapon's firing range will appear on the screen. At that the cursor shape will change too.
2. Click on the target. An icon with an aimed weapon will appear over the target.

**Note.** If the target is out of range you will not be able to aim your weapon.

**To aim all available weapons onto the target:**

1. Press "Select All Weapons" (-).
2. Click on the target. Icons of those weapons which you managed to aim will appear over the target (i.e. those weapons that have sufficient range to hit the target).

**To select those weapons that have not been aimed yet:**

- Press "+".

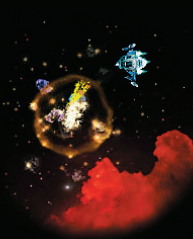
**To cancel weapon aiming:**

- Click on the aimed weapon icon on the weapon panel.

**To shoot from aimed weapons:**

- Press "End of Turn".

**Extracting minerals out of asteroids**



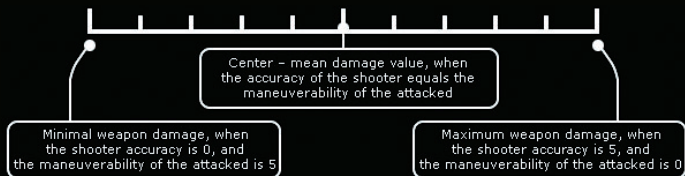
Targets are not necessarily other ships. You can also shoot asteroids and get minerals out of them. Each asteroid has a certain amount of minerals within it. If you shoot an asteroid carefully enough these minerals – practically undamaged – will fall out into space, and you will be able to either collect them or shoot them again to get smaller fragments. Collected minerals can be sold in the trading center on any of the inhabited planets.

**For those who want to understand the game mechanics, and how damage is calculated.**

Each weapon has a certain span of damage points; there are minimal and maximum possible damage points. The values themselves you can look up by rolling the mouse cursor over the weapon.

Damage is not only affected by weapon characteristics, but also by the two key pilot skills **accuracy** and **maneuverability**. When we shoot an enemy, these two skills (our accuracy and the enemy maneuverability) start interfacing. Since two skills are used we can get a total of 10 combinations of damage calculation points. Let us present the damage as a scale with ten sections, where the minimal damage is the beginning of the scale, and the maximum damage is the end, then the damage calculation can be presented in the form of a graph:

The damage calculation point is set depending upon the values of the skills. Then the shot randomizer is calculated.

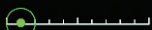
**Example #1**

Suppose our pilot has an accuracy skill of 3, and the enemy pilot has a maneuverability skill of 3. This means that the countdown point is located in the center of the scale. The green circle is the span of possible damage values. In other words, damage in this battle will equal the nominal damage of a weapon.

**Example #2**

Suppose our pilot has an accuracy skill of 5, and the enemy pilot has a maneuverability skill of 3. This means that we must add five points to the right of the zero point of the scale and deduct 3 points to the left. This way we set the center of the span of possible values. The radius will be equal to the distance from the closest edge.

Suppose the player is armed with an industry laser, that has a nominal value of 10 – 25 damage points. Then in this battle the damage capacity of this weapon will change to 16 – 25 points.

**Example #3**

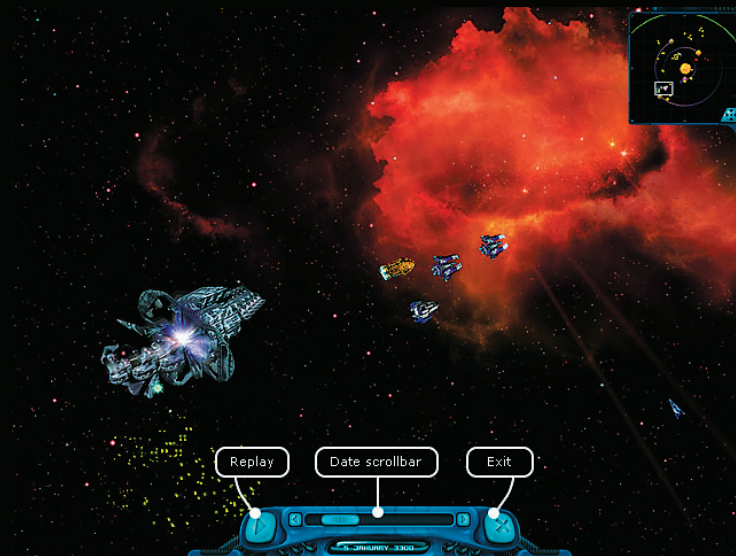
Suppose our pilot has an accuracy skill of 1, and the enemy pilot has a maneuverability skill of 5. Then the center will be located at the conditional value of -4, and the radius will be 1.

Suppose the player is armed with an industry laser, that has a nominal value of 10 – 25 damage points. Then the actual damage will only be 10 – 13.

Once we have calculated the actual damage capacity of the weapon, we subtract from this value the value of the protection field blocking capacity and the hull damage resistance capacity and finally get the real number of inflicted damage points.

**Note.** *Weapon accuracy can also be affected by certain non-standard equipment items (artifacts).*

These examples show you how important it is to improve the **accuracy** and **maneuverability** skills for a successful battle.

**2.5. Flight Log Screen**

By clicking the "Flight Log", you go into the flight replay mode. All events happening in the game around the player, are recorded, and – if he has missed something over the course of the flight, can always go back to the flight replay mode and view this or that moment of the flight again.

This mode is actually a demonstration of the fact that the game world is really alive and that all computer characters continue acting even when the player is not watching! The flight of each ship is carefully tracked and you can view everything that it does. When replaying the flight history you can move the camera anywhere on the screen and see everything that is going on.

The flight log is only being recorded when the player ship is located in the open space. When the player is in hyperspace or on a planet the log is not being updated.

**To start watching:**

- Press "Play".

**To move the camera anywhere in the space:**

- Left-click on the desired point on the radar window or use the mouse scrolling wheel.

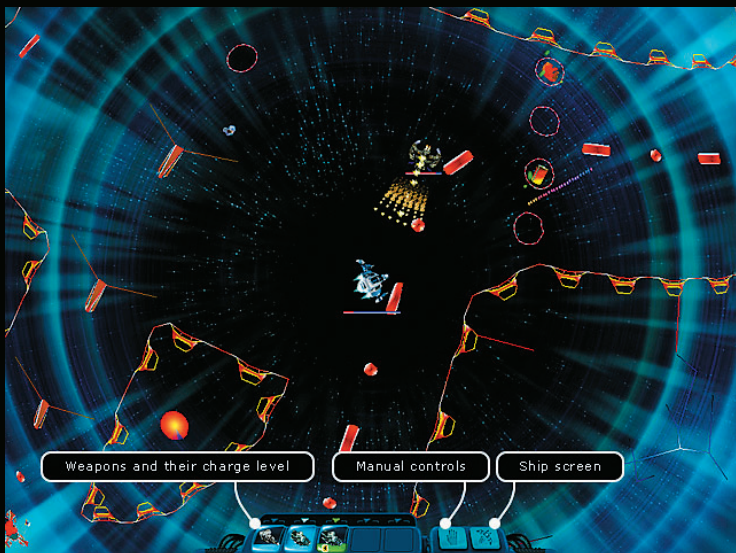
**To set the start replay date:**

- Scroll the date bar to the desired date.

*Note.* The number of days to be saved is specified by the player in the Settings.

**To go back to the space mode:**

- Press "Exit".

**2.6. Arcade Battle Screen**

All "black holes" formed in inhabited systems lead to the hyperspace – a mysterious and dangerous place, with different physics, and where one's mind will be subjected to very serious testing. In addition to that anyone, who risks coming into a black hole is in for a no-kidding battle against outmatching enemy forces. The player will require all of his skills and abilities, to overcome the threats that lurk therein. Talking of which – one of the Dominator bosses – namely Keller – can only be found in hyperspace, he never appears in regular space!

The battle takes place in real-time mode, with full keyboard controls. To move use arrow keys. Use Ctrl and Shift to shoot. If piloting the ship seems too much trouble to you, you can shift to

the autopilot mode, by pressing **A** – then your ship will fly and shoot by itself. However there is no guarantee that you will be able to win this battle!

Each weapon has its own time to reload. As soon as the current weapon unloads, the system will automatically shift to the next weapon. You can select the guns manually by pressing numbers from **1** through **5**.

Weapons in the game are different in parameters, and if now it is more viable to use this weapon, the next instance you may have to switch to another one. It is not very convenient to constantly switch between them manually, since the battles are developing very fast. To make the process faster and easier, before you enter the battle you can divide your weapons into groups. By default all of the weapons are in group #1, and are shot from by pressing Ctrl. Right-click on a weapon to change its group, at that the energy of the weapon will change its color. Weapons of the second group are shot from by pressing Shift. Using two groups of weapons will allow a skillful player to fight with a lot more efficiency.

*Hint.* If you are killed in action, your relatives will receive the condolences and compensation from the government, but this will be the end of the game for you. That is why, before going into the black hole do not forget to save the game.

**How to quit from an arcade battle:**

You must kill all enemies in this map! Only a handful of maps will give you the possibility of a retreat. After all the enemies are killed you will see a victory message. All the items that fall out of them will automatically be transferred to your hull. Press Esc, spacebar or left mouse button to exit.

**Arcade Bonuses**

In the course of the battle you will be running into different arcade bonuses, that can considerably influence your chances. Bonuses are shown as icons inside little spheres and will automatically start working when you fly over them. All bonuses have a certain limited effect time. When you take a bonus, a respective icon will appear at the bottom of the screen as well as the bonus expiration time (small timer). Note, that your enemies will not stand waiting around for you to pick up a bonus and may well beat you to it.

Bonuses can be both positive and negative.

Positive bonuses

**Life** – restores hull



**Defense** – blocks 50% of hits



**Strength** – increases damage by 50%



**Boost** – x1.5 speed boost



**Accelerated weapon reload** – x2 times



**Invisibility** – if you do not shoot, the enemies will not see you

#### Negative bonuses



**Slow-down** – slows the ship down x1.5 times



**Weapon block** – blocks all your weapons

#### Random bonuses



**Question mark** – may turn out to be any positive or negative bonus

#### Picking up items

When you are in hyperspace you can collect items and minerals drifting there on board of your ship, if you throw them away first.

#### To pick up an item:

- fly closer to the item and left-click it;
- or
- fly over an object pressing and holding **Alt**.

**Attention!** After you've won a battle you can only pick up items using **Alt**, if you press the left mouse button you will automatically exit from the arcade battle mode.

**Note.** An item will not be picked up on board in three cases:

1. It is out of the gripper range. In this case fly closer to the item and try again.
2. No free space in the hold. To free some space, use the "Ship" button (**S**).

3. Your gripper lifting capacity is not enough to pick up such a large item. To correct this situation buy a more powerful gripper.

## 2.7. Quest Screen



A planet government can task the player with a planetary quest. After landing on the destination planet you will see an "invitation" window in the bottom right corner of the screen containing a short description of the quest. After pressing "Accomplish", you will go into the quest mode.

In this mode the screen is divided into 4 fields: the description of the current situation, player options, player parameters and accompanying picture.

For the convenience of the player there is an additional quest appearance panel at the bottom of the window. There you can select the color scheme (4 "Skin" buttons) and switch the text animation on or off.



By selecting the options, the player proceeds from one situation to another, until he accomplishes the quest mission or loses. Over the course of the game the values of quest parameters can change. When some of the parameters (for instance the health of the player or the time given to him for disabling a bomb) reach critical values the quest ends. At that you can both win or fail the mission. You character can get killed in a quest mission, so do not rush your decisions.

**The player can complete the quest in three of the following ways:**

- successfully accomplishing the mission
- by failing the quest (ending up dead or failing the mission)
- interrupting the quest before it comes to its logical end.

**To interrupt the quest:**

Press "Interrupt quest" and go back to the main menu screen.

## 2.8. Planet Exploration Screen



On uninhabited planets you can find different objects and items, hid there by the pirates or fallen out of wrecked ships.

After landing on an uninhabited planet, open the explorer map (E), take the research probe and select the flight trajectory out of those available on the map. Note the number of days left until the end of the exploration work. If you plant several probes the exploration will be completed faster. Also make sure you check out the probe characteristics, for instance if a certain probe cannot explore water, planting it on an oceanic planet will be quite useless.

The information on the activities of your probes will be updated regularly on the information panel in the "Property Outside of Ship" hint. You can continue about your business, while the probes will work for you. After you come back to the planet, you will be able to pick up the detected items, remove the probe and go some place else.

**Note.** The number of probes under your control will depend upon your technician skill.

Each probe is intended for a certain terrain type which also affects its speed. The probe capacity is calculated in millions of square kilometers per day of exploration.

**Terrain description:**



## 3. HANDBOOK

### 3.1 Space Objects

There are the following objects in the space that the player can interface with:

- Stars
- Planets
- Space Stations
- Ships
- Black Holes
- Asteroids
- Minerals
- Cargoes

When you roll the mouse cursor over any of these objects a pop-up window containing information about this object will appear.

#### Stars

The center of any star system is always a star. Ships would normally try to go round the stars at a safe distance, since a close contact may badly affect the ship's paneling. Going in circle orbits around the star are planets. When you roll the cursor over the star you can get a full list of planets and space stations located in the current star system.



**Hint.** As you know, stars are a very powerful source of energy, so you can fuel from them. The closer your ship approaches a star the better your tank will refill. But be warned, no armor type will be able to withstand the infernal heat of a celestial body!

#### Planets

Planets are space objects on which you can land your ship. Planets can be uninhabited and inhabited. To find this out you can roll the cursor over a planet. On uninhabited planets you can use research probes to look for different cargo, equipment, and other items, that may have remained here after a



ship wreck. On inhabited planets you can trade, buy new equipment and armament, refuel, repair your ship, visit information centers or government houses. Each planet has a small military fleet of its own that protects it from the Dominators and pirates.

Certain random events like government overthrows or droughts would constantly happen on different planets resulting in big economic cataclysms. This allows the pilots to earn some money transporting certain needed cargoes. You can always find out about what goes on at nearby planets from the information centers.

In addition to that most planets would be involved in certain scientific research work and develop and manufacture new equipment types. In the beginning of the game the technological potential of the planets is not very high, and things available from the stores are not overly cool. However gradually the planets would develop this or that technology, and the stores start featuring more and more up-to-date equipment.

The speed of scientific development of a planet is depending upon the race, inhabiting it, its political system, population size and economy. The fastest to develop are usually large, advanced Gaalian planets run by democracies. Then again the Gaalian equipment is also the most expensive one.

#### Black Holes

The objects referred to in pilot slang as "Black holes", are formed in the most unpredicted way and would equally unpredictably disappear after a certain random period of time. Black holes are essentially tunnels between two star systems. Flying through those does not consume any fuel so this is the fastest and the cheapest way to get from one system to another.



However there is a downside to this too. Black holes are where the powerful Keller Dominator lurks, as well as the ships of unknown races which you will have to fight against in an arcade battle.

Opening and closing of the Black holes are reported in the planetary news. Sometimes it is even known where this or that hole is leading to.

#### Asteroids

Asteroids are moving in accordance with the law of gravity within the gravity field of other space objects. They move at high speeds and pose a serious threat to the ships.



In case of collision an asteroid can seriously damage the ship. Which is why pilots would often shoot the asteroids from their weapons.

## Minerals

Each asteroid contains a certain amount of minerals. If you shoot an asteroid carefully enough, the minerals will fall out after which you will be able to collect them. Collected minerals can be sold in the trading center of any planet.

## Cargoes

Also in the space you will find floating containers with equipment, weapons, or goods that fell out of other ships. Using the gripper you can get these containers on board of your ship.

## 3.2. Space stations

Unlike planets, space stations do not go around the stars, but are permanently located in a certain point in the space (although in case of an enemy attack they can return fire and even fly). When you roll the cursor over a space station you will see a pop-up window with additional information on this station. After landing on a station, you can do the same things you do on a planet, that is trade, buy equipment and armament or visit the local info center. At that each station has certain special features of its own depending on the type.

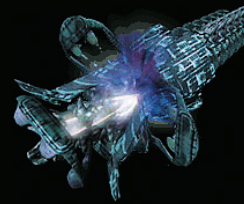
The game features a total of 6 space station types:

- Ranger Centers
- Scientific Bases
- Military Bases
- Pirate Bases
- Medical Bases
- Business Centers



### Centers

- Collect nodes and manufacture micromodules.
- Maintain ranger classification.
- Inform all planets on the activities of this or that ranger.



## Scientific Bases

- Carry out anti-Dominator researches.
- Manufacture research probes for uninhabited planets
- Sell non-standard equipment.
- Can upgrade standard items, but only once.
- Diagnose and repair ships.

## Military Bases

- Track the combat activities of rangers and try to coordinate their work with the work of the military.
- Inform rangers about ongoing hostilities.
- Assign flight ranks to the rangers.
- Present valuable gifts (such as non-standard equipment) to those rangers who have especially distinguished themselves.
- Provide the rangers with the best armament.
- Diagnose and repair ships.
- Provide combat anti-Dominator software.
- Carry out military operations at the customer's order.

## Pirate Bases

- Buy and sell any goods, including contraband.
- Provide a wide selection of second-hand equipment.
- For good money can fake documents and even change your race. For a pirate-ranger this is the best way to restore his reputation in the eyes of the governments of different planets.
- Sell custom-made nodes.
- Diagnose and repair ships. Discounts available for pirate-rangers!



### Medical Bases


- Carry out medical examination and heal from the detected diseases.
- Sell powerful bio-organism stimulants.



### Business Centers

- Provide public loans.
- Collect investments for different projects.
- Carry out researches on trade optimization.
- Insure a pilot's life.

### 3.2.1. Anti-Dominator Software

In order for you to be able to use the anti-Dominator software, you must first install a special decoding software onto your board computer called  **Intercom**. Then you will be able to affect the Dominators in the course of the communication.

#### A list of anti-Dominator software:

##### Alarm signal

Having received an alarm signal, a dominator will throw out part of the equipment and weapons.

##### W-Coder

A universal codec for password hacking and replacing on weapon systems. It will take a dominator some time to restore the data.

##### Gatrix-Matrix

A huge matrix of irregular data overloads the robot's electrical chips with a data flow. The robot would fly and shoot chaotically.

##### Shocker-5300

The program interferes with the functioning of the electrical chains, obstructing the navigation. The robot would fly slowly and shoot inaccurately.

##### Absolute Weapon

Zero-level self-destruction signal. Dominators cannot resist this one.

##### System Disconnect

All robot data shall be deleted. The dominator would disconnect and fail to respond to any signals.

***Attention!** Scientific Bases are developing the super-powerful anti-Dominator software for the main Dominator servers. To accelerate the development process submit more nodes.*

### 3.2.2. Diseases and Stimulants

#### Space Diseases

Friendship between races also has a downside to it. One of those is diseases of other humanoid forms. Here you will be able to get some information about the most dangerous diseases.

##### Blindness

The beginning stage that leads to a complete loss of one's eyesight. Blurred vision of targets on the radar and in the immediate outside space.

##### Chekumash

Presence of surreal objects in the space: delirium planets, nebulae. Extramundane voices calling to the infected.

##### Holy Fanaticism

In open space all ships seem to be Dominators. Everything on every planet looks like its Dominator. Temporary outbreaks of rage, the folks around him lose all respect for an infected humanoid. The charisma skill is reduced to the minimum. Whilst accuracy, mobility, and leadership skills are increasing.

##### Complex Immunicide

The immune system of the infected becomes weaker. As a result he is becoming an easier target for other viruses. Any contact with other races is not recommended.

##### Mysterious Luatanza

The player cannot effectively shoot, demand money or extort cargoes, everyone's relation to him is best possible. At times he would receive a message from the Luatanza support fund and some money.

##### Substance Addiction

The diseased person becomes addicted to stimulants. His limbs are shaking and the equipment wear-and-tear is increasing. Attack and mobility skills are minimal.

##### Whirlwind Concussion

Happens in a battle. The diseased person is losing his sleep. As a result he cannot concentrate, loses his accuracy and mobility skills. The trader skill disappears altogether.

### Muscle Distension

Severe pain is obstructing your movements, hampering your concentration and the ability to give orders, which leads to the loss of practically all of your skills.

### The Grand Malossossus

An infected Maloq starts rapidly gaining weight, and his weight in the society grows too. The changes are so significant that even the weight of the ship becomes considerably higher, which effectively decreases its speed. At that the leadership and trade skills are becoming much higher.

### Bitter Pelenosha

A very widespread children disease amongst the Peleng, which also affects some of the adult population. Once infected the diseased would have trouble handling the equipment, which considerably decreases its service life.

### Aka Seziyanka

The patient loses his concentration. He cannot aim in battle and loses equipment in the open space. As an interesting fact, the slowdown in the brain reaction has a positive effect on the Faeyans' trade skills.

### New Molizone

It is strictly prohibited to sell food or medications on all planets (this is considered counterfeit operations). Hormonal exchange is intensifying which leads to the increase of accuracy and mobility skills.

## **Stimulants**

Taking stimulants is only advisable in emergency conditions, since they are addictive.

### The Maloq Sizha

A liquid stimulant. Use once a year only, or else you will become addicted. Improves accuracy and mobility to nearly their maximum. It is not for nothing that this stimulant is often referred to as "The Devil's Luck".

### One-eyed Khamas

A Peleng stimulant. In 3227 it was adopted for use by other races. Looks like a small one-eyed creature. The creature roots itself onto a humanoid, enters its brain, and gives him hypnotic abilities. Any ship, which the pilot may claim a tribute from, will give their goods to him without an argument. The stimulant however affects the reputation, decreases leadership and charisma skills.

### Stardust

A stimulant in the form of particle micropowder. These particles are found near the black holes. For internal use only. Would improve the brain functions of any race for an extensive period of time. Increases a lot of skills.

### Super Technician

A Faeyan bio-stimulant that increases technical skills. The equipment wear-and-tear practically stops. The effect is very limited though.

### Time Gaalistra

A Gaalian combat stimulant. Recommended for use in combat. For a short period of time it will speed up the brain activity by several thousand times. The speed of the ship and the player's accuracy are sharply increasing.

### Blood Djogar

A solid oily clot of Maloq sand Djogar. The stimulant improves the blood transfer, replacing the haematocytes with its own, more powerful artificial substituents. Makes the body less subjective to diseases.

### Ragobam Whisper

The stimulant is made of a stinky swamp water elixir, with radioactive squeeze made of Ragobam Bullfrog poison. Increases the explanation and persuasion skills, everybody's relation to the pilot is improving. He can also eat Ragobam Bullfrogs.

### Shakhmandoo Leader

The effect of this Peleng substance is that it gives strong belief in oneself for a certain period of time, an invaluable quality which allows the player to gather crowds of supporters! The stimulant increases leadership skills and allows to draw long-term partnership deals.

### Psychotropic Cache

Under the effect of the stimulant the brain would send impulses to the radar and scanner, increasing their capacity tremendously. A scanner-human however irritates those around him, which inevitably results in a negative reaction to anything that the latter may do.

### Trademark

A temporary hypodermic trademark. Is in fact sign of a vast trading operation experience. Thanks to that you can sell your equipment at its full price.

### Doubleplex

A short-living virus artificially developed on the Earth in 2117 as part of the relativity theory experiments. The rumor has it that anyone who is infected with that virus is always successful in business, although it has never been proven. As a side effect the virus causes slight weakness, resulting in the reduction of the attack and mobility skills. On the other hand the infected person is guaranteed to get large rewards for implementing governmental missions, since there are superstitious humanoids on every planet.

### Absolute Status

Seen only on bio-scans in governmental institutions. Those who have the status are subject to special minimal requirements. That is the requirements as of the terms of governmental missions are less stringent.

### 3.3. Ships

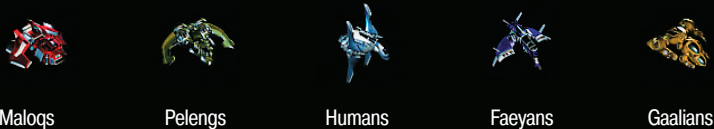
All ships in the game are piloted by computer pilots, who have opinions of their own and consider themselves independent personalities. They try to analyze the deeds of other pilots and take decisions of their own. The latter largely depend on the race of this or that pilot as well as their personality type. The Maloq pilots are usually fearless, the Pelengs are aggressive, the Gaalians and Humans are diplomatic, and the Faeyans are cowardly.

The game features the following ship types:

- Rangers
- Civil ships
- Military ships
- Pirates
- Dominators
- Unknown ships

Each type is presented by a series of models with a total of more than 40.

#### Rangers



Maloqs      Pelengs      Humans      Faeyans      Gaalians

The rangers main business is to liberate the star systems that have been invaded by the Dominators. Their main purpose is to find and destroy the Dominator bosses – Terron, Keller, and Blazer. Then again, not all of them are loyal to these high ideals. There are some who have enrolled only to profit on the good name of the rangers. These are the immoral type: they attack and rob civil ships, transport contraband, etc...

The computer-driven rangers in the game are highly intellectual they can do anything, the player can, with the exception of government missions. Rangers can also serve under the command the player or other rangers.

The ranger behavior is not easily predictable, since in the process of the game their character may change. Today a ranger is stoically fighting the Dominators, and tomorrow he would go out of active combat and start transporting goods, to save some money to repair and upgrade his ship.

#### Civil Ships

##### Transports



##### Liners



##### Diplomats



Maloqs      Pelengs      Humans      Faeyans      Gaalians

Civil ships also live a life of their own. These are transport, passenger and diplomatic ships. They go about their own business, be it – shipping, tourism or negotiations. As a rule civil ships are not very well-protected and are constantly attacked by pirates.

Pilots of the civil ships are trying to reach a compromise. They would always pay "road toll" to the pirates without argument. They never chase their enemies. Even when they win over their opponent they would agree to a minimal ransom. Although still there are some exceptions. Some pilots would cherish a hatred against a certain rival ranger and attack them at every opportunity.

#### Military Ships



Maloqs      Pelengs      Humans      Faeyans      Gaalians

The military ships serve only to defend their own planet and subdue only to their own government. They would fly to the orbit every time they spot the Dominators or other enemies of their native planet. Usually they would have pretty good weaponry and attack in groups. A bunch of angry military are no laughing matter. If you are not too confident about yourself, better try to negotiate and buy yourself out of this.

## Pirates



Maloqs



Pelengs



Humans



Faeyans



Gaalians

Pirates live off pillage and plundering. They are only interested in their own personal gains. They would even attack their own wounded kin to rob them. The favorite pirate thing is to collect "road tolls" from passing ships. Anyone who refuses to pay will be attacked immediately. So, in order not to become an easy victim for the pirates, you must either have a fast ship, or good weaponry.

The most bloodthirsty pirates usually do not live long, because the angered planet governments would declare a price on their heads. And then the best professional bounty hunters will be after them.

## Dominators

There are several types of Dominator ships, varying in size, speed and firepower. It is known that they seldom travel alone: sometimes in order to overtake a star system they would gather in up to 20-strong groups. The Dominator ships are piloted by powerful computers.

## Blazer



## Terron



## Keller



Shtip



Menok



Smersh



Urgant



Equentor

Scanning Dominator ships is not possible, although they themselves would use the analogues of our scanners, to examine the Coalition Ships.

## Unknown Ships



Sometimes you would meet ships of unknown races. The chance of encountering them is especially high in Black Holes. Nobody knows where they come from or what is that they are after. However winning against those in combat may bring the player a certain valuable artifact.

## 3.4. Races

The game features five races of the Coalition: the Maloqs, Pelengs, Humans, Faeyans and Gaalians, as well as the invading race of the Dominators. Further on, the races are presented in ascending order sorted by technology development level and the quality of the supplied equipment. That is from bottom to top!

### Maloqs



The Maloqs are large, strongly built humanoids. Characteristic of immense physical strength, endurance, high resistance to natural factors, not too active thinking activities, and almost absolute pantophagy. These characteristics allow the Maloqs to survive even in the most unfavorable conditions.

The Maloqs worship power as a cult. Physical and mental strength, the power of word and the power of action, the power of weapon and the power of – oh well – power itself – these are the main and the universal values of the Maloq civilization. The Maloqs have little

liking for the weak Faeyans and the overly smart Gaalians.

The Maloqs are the most technologically retarded civilization of the Coalition. This can be primarily explained by their traditional distrust towards any intellectual values, which – in their opinion – all too often lead to catholicity, considered by Maloqs as the main menace to stability. Other factors, slowing down the technological progress of this race, are huge expenses on army and space fleet maintenance.

### Pelengs



The Pelengs are a race of branchio-necked amphibians, normally referred to as leprases. These creatures can live both on the land and in liquid environment, and are capable of breathing practically any type of gas mixtures, including small amounts of nitrogen. As any other leprases the Pelengs feed off acidic plankton and colloidal ruff sediments.

The Pelengs are pirates, saboteurs, and provocateurs. Although formally they are part of the Galaxy Commonwealth, in reality the Pelengs do not maintain any strong economic or diplomatic relations with the other races. Direct and quick profit at any cost is the sole goal of any individual Peleng and their whole

civilization. The Pelengs treat all other races equally badly. Especially those ones who are smarter than them.

The Peleng attempts at removing the lag in technological development boil down to a very complex and sophisticated system of industrial espionage. The Peleng Dzukhallag Department is the best espionage and sabotage organization in the entire Commonwealth.

### Humans



The humans are mid-height humanoids with a thin and fragile skeleton. The Humans feed off organic protein food. The difference in the climatic conditions on the majority of habitat-planets (especially in the Solar system) results in strong differences in appearance: color of skin, features, etc.

The humans are primarily psychologists, politicians, and diplomats. Rhetoric, psychological games, and political technologies are the main Human trump-cards. It has historically happened, that the Humans have become friends with the Faeyans, while they never really liked the Maloqs all too much, because of their excessive aggressiveness. Their attitude towards the Gaalians and the Pelengs is neutral.

Technology-wise, the Humans are your average Joe. All the main achievements has been made by the Humans in the sphere of Economics. It was them who many centuries ago initiated the establishments of the Galaxy-wide network of trading centers, managing to get even the conservative Gaalians and the trade-despising Maloqs to support this project. However the main achievement of the Humans in this field is the introduction of a common monetary unit – the Galactic credit! Another notable achievement is the introduction of an All-Galaxy chronological system based on the one used by the Humans.

### Faeyans



The Faeyans are humanoid-hermaphrodites with an oversized brain and faceted eyes. They are slow-moving, physically weak creatures, with the larger part of their activity being aimed at thinking. A Faeyan can at his will divide his mind and facet eyesight into sectors, that would function independently from one another, thus creating a random number of autonomous mind fields, which would separately perceive the world through their own sector of facet eyesight.

The Faeyan race is characteristic of the highest level of natural intellectual abilities. They are philosophers, researchers, and innovators, cultivating their own technocratic culture and their own original picture of the world. The Faeyans have all the respect for the Gaalians and have a sort of a condescending attitude to their younger intellectual cousins – the Humans. As for the Maloqs, the Faeyans really consider them to be more of animals than intelligent beings. And as far as the Pelengs are concerned, the Faeyans get irritated by their constant attempts to send in their spies to steal the latest Faeyan technologies.

The role of the Faeyans in the Commonwealth is that of leading researchers and developers in the field of science and technology.

### Gaalians



The Gaalians (the children of Gaal) – are humanoids who have spent millennia modifying their biological form, through genetic alteration of fetuses. The initial actual form of the Gaalian race has thus long been lost and forgotten.

As of present the Gaalians are the most well-developed race. The history of their people dates back to times of ancient, when the Gaalians were the only intelligent beings of all the races in the commonwealth. The Gaalians are the tycoons and the driving force of the

space, cultivating constructivism and humanism in all senses of the word. They use the military fleet only to neutralize those conflicts that are still in the forming and to maintain stability in the Commonwealth.

The Gaalians treat everyone equally well with no exceptions. It is their idea that no matter how badly this or that race behaves, potentially they still carry positive tendencies and qualities, and have a minimum of three basic rights – the right to live, the right to determine virtues, and the right to motivation. As a result the Gaalians treat everyone as friends and partners, even when strictly speaking the latter are not such.

### Dominators



Little is known about the Dominator robots. In essence, that is something that the player will have to find out in the course of the game – who the Dominators are and why they have come to our world.

It is known that they are divided into three groups: Blazeroids, Kelleroids and Terronoids. Scientists think that each Dominator series has a command center of its that is initially its founder. It is also considered that only by contacting one of these command centers directly you could find out the real reasons behind the invasion of this particular Dominator series into our Galaxy.

However no one has yet managed to communicate with any of the Dominator bosses.

The Dominator ships know no fear – they never enter into negotiations and never ask for mercy. The Dominator technologies are no less developed than the most advance technologies of the Commonwealth. The robots also have a powerful weapon that is unavailable to the races of the Coalition.

The Coalition of five races is actively combating the Dominator forces. All efforts have been pooled to fight these machines. Scientific Bases are doing anti-Dominator researches. Ranger Centers collect the so-called nodes – parts following out of the destroyed Dominator ships (nodes are then used to produce micromodules enhancing the Coalition ships), as well as recruit new rangers – the heroes of our time. Finally the military bases are giving the pilots new ranks and organize combat operations on liberating the invaded star systems.

## 3.5. Standard Equipment

The standard equipment includes engine, fuel tanks, radar, scanner, droid, gripper, and protection field generator. All of this can be purchased in any equipment store and mounted on your ship. In addition to that you can also by yourself a new hull for your ship, which is basically a container that holds all of the other equipment.

Each equipment type has the following properties: type, size, manufacturing race and cost. The more developed race has produced this or that piece of equipment, the more it will cost and the longer it will serve without repairs.

### Hull



A hull is basically the ranger ship. The important hull characteristics are its capacity and the number of available equipment slots.

In figures the "life" of a ship (Hit Points) is equal to its capacity or size. If a hull is damaged it can be repaired by a robo-droid during the flight or in a special hangar at any space station.

#### The following hull types are available:

1. Gravicore
2. Mesostructural
3. Rogust
4. Bromed
5. Chrobyte
6. Nanoobtect
7. Polymorph
8. Bioslot

The size of a hull and the number of active slots depends on the ship type. For instance, a military ship would have more weapon slots than a merchant, but the latter – on the other hand – would have a much more spacious hold.

When buying a hull note the pop-up hints. These will show you the hull characteristics. The hull schematic in the left part of the pop-up window fully replicates the number of slots and boost availability in the "Ship" window (S).

**Examples of different hull types:**Transport

This hull has only two weapon slots, since the transports only need weapons to fend off the pirate attacks. The absence of a large number of slots is compensated with its holding capacity.

Military Ship

This ship has five out five activated weapon slots. It is a very strong battle ship. No possibility to install gripper, the military have little need for this.

Pirate

This hull has three active weapon slots, a boost, as well as two slots for non-standard equipment.

Hulls are broken down into series. Each series is a modified standard type hull depending on the quality and cost of the series: reduced or increased number of available slots, be of bigger or smaller size. Thus the game features a very large array of hulls with different number of slots.

**Note.** Unlike other equipment types the player cannot sell his current hull, but can only buy a new one. The hull will be delivered from the store to the warehouse, where you will be able to replace the old with the new one.

**Engine**

The engine serves to propel the ship in regular space as well as to make hyperjumps. The fuel consumption in regular space is insignificantly small. In hyperjumps however the fuel consumption rate increases to one fuel unit per parsec. The type and the power of an engine affect the developed speed.

## Engine Types:

1. Diving
2. Singular
3. Branchiaeduse
4. Flow-type
5. Splash-type
6. Gravitone

7. Stancer
8. Temporal

In case the engine goes out of order, the ship speed becomes very small. If this happens you should make it to the nearest planet and repair the engine there.

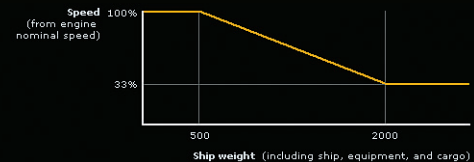
For those, who are interested in the mechanics of the game and calculate the actual ship speed:

The basic speed of a ships is not its actual speed, it also depends on the load the ship is carrying, based on the following formula:

$$\text{Speed in \% out of nominal} = 122,333 - 0,045 * \text{Weight}$$

**Note:** if the weight of the ship exceeds 2000, than the coefficient always equals 33%.

Below is the formula grap:



## Examples:

- 1) We have a ship that weighs 380 conditional units and an engine with a maximum speed of 400 conditional units – this means that this ship will fly with a maximum speed of 400.
- 2) We have a ship that weighs 1000 conditional units and an engine with a maximum speed of 800, based on the formula, it's speed will equal 77% out of nominal, so the actual ship speed will equal  $800 * 0.77 = 616$  conditional units.

Another factor that can decrease the speed of a ship, is engine overheating during battle. Because of weapon hits and frequent maneuvering, the speed can be decreased by as much as two times.

**Fuel Tanks**

The purpose of fuel tanks is quite self explanatory. The more fuel you have in your tanks, the further will be the hyper jump that you can make without refueling. If you are out of fuel the ship will only be able to move within the current star system. The amount of fuel in the tanks is depending upon their size and type.

**Fuel Tank Types:**

1. Hyperliquid
2. Condenser
3. Reduotional
4. Protobubble
5. Positional
6. Endocluster
7. Gyroscope
8. Tecrine

If a fuel tank is damaged it will start leaking, although it will still function.

**Radar**

The radar allows to see various objects in space (planets, stations, ships) and determine their most important characteristics – size, speed, designation, etc. The information received from the radar is shown on the radar panel. The effective radius of a radar depends on its type.

**Radar Types:**

1. Wave
2. Subtransfer
3. Octone
4. Beam
5. Cataur
6. Neuroflow
7. Ethane
8. Zero-contact

If the radar is not installed or is broken, then the navigation will become much more difficult. In addition to that, it become impossible to communicate with other ships, as well as their scanning.

**Scanner**

The scanner allows you to examine the interior of another ship, that is see the equipment and armament installed therein. This information may come in very handy in battle, since then you will know exactly the firepower of your opponent. Scanning is possible, if the power of your scanner is sufficient to penetrate through the protection field of a scanned ship. The power of a scanner also depends on its type.

**Scanner Types:**

1. Trasion
2. Vortex
3. Neuroprod
4. Molecular
5. Colloid
6. Tecktor
7. Denuclear
8. Quantor

The scanner is only functioning within the radar effective radius. If the radar is not installed or is out of order, the scanner will not work.

**Droid**

A repair droid serves to repair the damaged ship paneling and can work in mid-flight. During one day of work a droid can restore N units of ship hull – depending on the type.

**Droid types:**

1. Biotic
2. Suspensor
3. Tracking
4. Tube-type
5. Bolide
6. Tensor
7. Dowel
8. Duplex

## Gripper



The gripper serves to pick up and load items on board of the ship. Items can appear in space both in a natural way, and as a result of combat between the game participants. When a ship is destroyed parts of its cargo or equipment may remain undamaged and fly about the space. The gripper effective radius and lifting capacity depend on its type.

Gripper Types:

1. Actuator
2. Telekinetic
3. Plasmathread
4. Ectogene
5. Piezatrone
6. Erimetroid
7. Wholewave
8. Microtone

## Protection Field Generator



The generator produces a protection field surrounding the ship, that decreases the amount of inflicted damage by a certain percent, depending on the generator capacity. In addition to that if the generator capacity is bigger than the capacity of another ship's scanner, then your ship will be protected from unwanted scanning. The capacity of a protection field generator depends on its type.

Protection Field Generator Types:

1. Short-wave
2. Polarizing
3. Mesonic
4. Mesh-type
5. Polygon
6. Zone-type
7. Micro-level
8. Ultraplasmatic

## 3.6. Non-Standard Equipment

Aside from the standard equipment, that can be purchased at any store on every planet, the game features a set of extremely useful non-standard and unique items (artifacts). These can be obtained from military base, found in black holes or received as a reward for accomplishing a government mission.



**Antigrazer** — a device that creates a bubble with negative kinetics pumped in around the ship, as described by Gnook-Einstein. As a result the weight and volume constants inside the bubble would curve decreasing the actual weight of the ship.



**Arms** — a stationary set for quick re-equipping of the protection field generator slot. Includes universal connectors for a pair of gun turrets.



**Artifact** — an artifact connection adapter. Its scheme uses the principle of crystal signal inversion, which allows to connect three artifacts instead of one droid.



**Bioworld** — a biosensor analyzer, serving to detect hazardous viruses and microorganisms. If any hazard is detected the light indicator will start flashing.



**Probability Analyzer** allows to forecast the outcome of a battle with high precision. The device is installed into the ship's board computer.



**Zing** — an experimental cyborg with an intellectual matrix of a zing (Galian insect). The cyborg fully replicates the behavior of the actual insect, that is egg-laying. The eggs of the cyborg however are thermo-charges that he lays into fragment shells, thus increasing their killing power.



**Hypergenerator** — a unique addition to the engine. Generates a low-frequency impulse, causing space fluctuations and moving the ship into a hyper-tunnel. This allows to make jumps up to 40 parsec regardless of the engine characteristics. Has a large wear and tear coefficient.



**Droid Junior** — a lighter version of the main droid, connected to the main cable using a special synchronization system. It works together with the main droid thus increasing the speed of repair works on ship.



**The Iron Zoopie** would establish a colony on the ship's hull binding, and after a special nourishing solution is added, would start emitting zoopinum a special substance, making the binding strong and elastic. The colony is controlled and replenished by the queen.



**Quark Bomb** — a very expensive unit, with a payload of enormous destructive power. The bomb must be dropped out of the ship, then fly maximum distance away from it and explode it with one shot. Extremely efficient against large Dominator gatherings.



**Blast Wave Localizer** — when the enemy ship is hit the localizer would move the shot energy onto the outside surface, so that the internal equipment is not damaged in case of explosion.



**On-Screw** — a mini-plant for charges upgrading. Placed over the weapon's lock, it changes the power of the shot by in-building a splitter element. Simple in use it does not require any additional power sources and does not overheat.



**The Nanitoids** are intellectually developed miniature robots. With the help of their unique program they are capable of repairing even those items, which they have no clue about. They are constantly self-educating and improving.



**Oblivion Connector** — several thousand of celleroid nanomodules, built into a special network. The network is distributed over the engine surface and would restore its walls from wear and tear. Even when the engine is boosted its service time would be increased by several times.



**Frostix** — super-cold bacteria, that can live on any warm surface. When a colony of those is placed onto the engine, they would do their best to cool it down, thus stabilizing the ship's speed in the heat of the battle.



**Polarizer** — a unique device, which is a source of superactive sub-nuclear systems, that interface with the protection shield and reinforce it.



**Swallower** — an adjustable mechanical energy absorbent, consuming large amounts of power. Best used when connected to the hull protection generator. Would consume hits from energy weapons, thus decreasing the damage to zero.



**Prolonger** — mounted onto the radar, amplifying and decoding the signals, coming from remote objects, thus increasing the effective range of the radar.



**Proportionar** — switched to the hull energy system controller. It routes the energy flows in such a way so as to, redirect part of the energy used for the protection shield feed to the power generators of the energy weapons. This system allows to increase the firepower at the expense of the defense.



**Proton** — an addition to the energy block. Built into the protection shield energy distribution mechanism, and, using part of this energy, actuates the additional slot for the weapons turret.



**Matter Psi-Accelerator** — Using its own powerful intelligence the psi-accelerator allows the engine to use the physical laws of the psi-space. Realizing some of these laws the engine would substantially increase the moving speed.



**Fiver** — a powerful energy module used for charge accumulation. It interfaces with the combat impulse generator and accumulates the charge within itself. As soon as the critical power is reached the charge is coupled together with the current shot generating a strike of enormous power.



**Rocketang** — a system of nanomechanisms, that cover the surface of the hull with a thin controlled plasma-uritane film. Their uniqueness is that they detect the exact location of a projectile hit and instantly reinforce the armor in the required location.



**Scanner Cache** — a software amplifier of scanner computing capacity. This device helps increase the speed of decoding algorithms through caching the signals in real-time mode. Has a buffer of its own, in which it would create a database of signals that have already been decoded.



**Nozzlenator** — a self-unpacking set of additional nozzles, which are connected onto the two unused weapons sections. Due to better energy discharge into the space the ship's speed is increased.



**Tranclucator** — a unique autonomous system, intended for protecting its master. When injected into the open space the device is actuated and starts monitoring the immediate environment. In case the tranclucator thinks its master is in danger it would then unleash its entire firepower onto the enemy. A lucky proprietor of one of those droids should not fear the devil himself, because a tranclucator is straight as a die.



**Transfactor Beacon** — a remote-action system for studying new objects. When actuated it would transmit a quadruple-wave signal on a large number of non-studied materials into the hyperspace. The Kelleroids capturing the signal would give it maximum priority and fly over to the signal origination point. The power of the signal determines the number of research-robots. The signal can be intercepted by other Dominators.



**Black Guck** — a mixture that was synthesized by the scholars of the ancient times. The recipe of the black guck was lost a long time ago, however several portions of this substance can still be found in the Galaxy. Placed into the fuel tank, the guck acts as a catalyst — with the amount of the fuel gradually increasing.



**Erimeter** — focuses the gripper beam, thanks to which it's direction would narrow down increasing the efficiency. As a result the gripper beam can pull in objects that are heavier than the maximum calculated load.

### 3.7. Weapon Types

Weapons can be purchased at any equipment store and installed onto your ship. Each weapon type has its own action principle. In addition to that there is also a multitude of different mods, differing in size, firing rate, killing radius and capacity. Some weapon types are better fitted for tactical battles in the open space, while others would be more efficient in an arcade battle in hyperspace.

#### Industry laser



Damage: small  
Killing radius: small  
Action principle: energy

The main purpose of an industrial laser is deep drilling works, mineral extraction and rock breaking. The technology is based on the concentration of a light beam in a small area. To increase the beam power, the length of the light wave is decreased with gravitation fields. Thanks to this industry lasers can drill or cut through a small asteroid.

#### Fragment cannon



Damage: small  
Killing radius: middle  
Action principle: fragment

A plasma weapon with increased killing characteristics. When the plasma clot approaches the target it is subjected to the impact of chaotic gravitation fields, breaking it into hundreds of little particles, and hits the target with a series of small explosions.

#### Lezka



Damage: middle  
Killing radius: small  
Action principle: energy

The source of the all-destructive power of lezka is a non-linear impulse generator. The charge is fed into the power-saving unit of each barrel and as the energy is being accumulated it is discharged out of the barrel. Due to the dispersion effect, the range of this weapon is not very large.

#### Missile-thrower



Damage: small  
Killing radius: huge  
Action principle: projectiles

A three barrel missile weapon. All missiles are equipped with a balanced system of target chasing. An enhanced smart unit makes any anti-missile maneuvering or masking obsolete. The only setback of this weapon is that the missiles can be destroyed from a regular weapon when they approach the target.

#### Trethone



Damage: small, slows down the hit ship  
Killing radius: large  
Action principle: energy

This weapon uses the principle of forced retraction, or slow-down, ion zero-friction conditions. The generator of direct gravitation fields, or trethone, counteracts the propelling power, decreasing the kinetic power of the ship – that is slowing it down.

#### Wave phaser



Damage: middle  
Killing radius: small  
Action principle: energy

The phasing technology that dates back to the ancient times, for many centuries was considered completely outdated, until Ridrig Keller has managed to seriously enhance it. As a result the phasers have received their second life in the military. This is already the fifth modification of this weapon, which is more powerful than all the previous versions, due to its wave modulator.

#### Flow blaster



Damage: middle  
Killing radius: large  
Action principle: fragment

Initially this weapon was only used to destroy asteroids and large meteors. However when the war against the Dominators started the scientists have come up with a combat version of a flow blaster – a super-power fragment weapon. Thousands of small fragment shells are being propelled under vacuum to super-high speeds with the help of magnetic fields, and discharged in a constant flow, literally needle through the target and blast inside it.

**Matrix cutter**

Damage: small, destroy the equipment of an enemy ship  
 Killing radius: middle  
 Action principle: energy

The electronic stuffing of any equipment is its most vulnerable place. And this is exactly where the matrix cutter hits. A direct electromagnetic impulse damages the equipment electronics, destroying the system logic schemes and seriously disrupting the work of all automatic systems. Most damage is inflicted onto that equipment, which contains regular micro-matrix structures.

**Multi-resonator**

Damage: large  
 Killing radius: middle  
 Action principle: fragment

Resonance is one of the most dangerous physical phenomena, and, most naturally, it was used to create the lethal Multi-resonator. The vibro-shell, discharged from the weapon, sticks on to the target. A powerful computing unit determines the target's resonance frequency and makes the shell vibrate. When its frequency coincides with the resonating frequency of the target, a powerful explosion happens. The gravitation mines contained inside the vibro-shell start flying around hitting other objects in the immediate vicinity that have a mass.

**Atomic vision**

Damage: large  
 Killing radius: middle  
 Action principle: energy

One of the most heavy types of weapons because of its massive antimatter generator. The main feature of the antimatter is its instable structure which could not but have been picked up by the military. When the antimatter comes in contact with the target, the structure of the antimatter starts destroying which is accompanied by the emission of an enormous amount of energy. The energy field formed as a result of a chain reaction hits other objects as well.

**Disintegrator**

Damage: large  
 Killing radius: large  
 Action principle: energy

Initially intended for mining works, this device has become one of the most uncompromising and furious destruction weapons. The principle of its work is based on the destruction of the matter molecular bonds. The gravitation destabilizer disrupts the inter-molecular powers, and a powerful energy blow completes the disruption of the bonds, turning the matter into atomic dust.

**Turbogravir**

Damage: large  
 Killing radius: middle  
 Action principle: energy

The gravitation fluctuations in the space generated by black holes and adjoining inertia fields, are accompanied by powerful energy splashes, known as gravirs. The best weapon-makers have been discussing this physical phenomenon and have come up with a way to cause it artificially. A considerable size energy weapon that you can install onto your ship, provided that you have enough space for it.

**IMHO-9000**

Damage: small  
 Killing radius: middle  
 Action principle: fragment

This the Terron Dominator-developed device. The abbreviation stands for Chaotic molecular deviations emitter, with 9000 being the rate of deviations per one tact. The high rate is achieved through the effect of mutual amplification, achieved through the use of five facture emitting pipes. A very high-precision weapon, however due to its low penetrating capacity the damage is not very high.

## Vertex



Damage: small

Killing radius: middle

Action principle: energy

A special Keller weapon with a unique action principle. Mounted on the outside of the hull and – when actuated – causes the space around it to distort, as in hyperpass. The "space wave disruption" effect has become possible through the use of a very powerful energy source with antimatter.

## Torpedo apparatus



Damage: large

Killing radius: huge

Action principle: projectiles

A very powerful weapon. In essence the Torpedo apparatus is a Blazer-enhanced rocket-thrower. The self-guided "AR-1" torpedoes are equipped with gravitation matter destabilizers, which insures the infliction of maximum damage.

# 4. PLANETARY BATTLES

## 4.1. Main Screen

In order to participate in planetary battles, the player needs to turn to the government of any inhabited planet, requesting a respective mission. If the government has such a mission pending it can be given to the player. In essence the planetary battle mode is a fully functional game inside a game, with its own interface and rules.



The interface of the planetary battles can be broken down into three components:

### 1. Upper Panel (Rates)

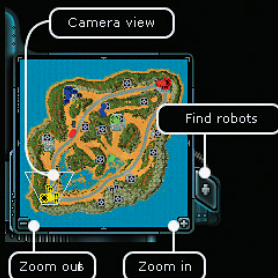


Press the menu button to open the following menu:

- continue
- restart mission
- surrender
- help
- exit

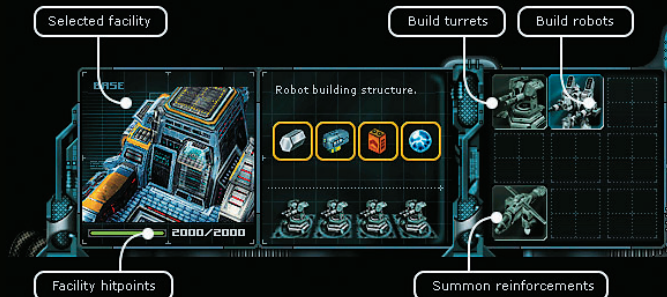
To the right of the menu button is the robot quantity rate, of X/X type. The first number shows the number of the already built robots, the second figure show the maximum number of robots. Further downstream go the four rates of your resources: titanium, micromodules, energy, plasma.

## 2. Minimap



In the bottom left corner of the screen is the minimap. The minimap will help you track the events that unfold on the battlefield. You can increase and decrease its scale. For quick search of your own robots, in the right part of the map there is the "Find Robots" button. When you press this button, all of your robots on the minimap will be highlighted.

## 3. Main Control Panel



In the right part of the main panel are the building construction options:

- Build Turrets – available for all buildings.
- Build Robots – available only for bases.
- **Call in Reinforcements** – available for all buildings. The planet administration is striving to help you so they build a certain number of robots and supply them to you every now and again. You can summon reinforcements only once in 8.5 minutes. The control center computer will inform you that the reinforcements have been prepared and the button will become active. Government helis will deliver the reinforcements to the building from which you made the call.

## 4.2. Robot Builder

When the player base is selected you will see two buttons at the main control panel in the bottom: "Build Turrets" and "Build Robots".

**How to build a robot:**

### 1. Press the "Build Robots" button.

You will see the robot building screen, and the game itself will be paused so you do not have to hurry when building your robots. Each robot is consisting of a certain set of components: hull, chassis, module, weapons. Each component has its own cost, that determines the final cost of a robot.



## 2. Select robot hull. The number of weapon slots (pylons) depends on the hull.

The more expensive the hull, the more pylons it has and the better it is protected. You can select components in two ways:

Option 1 Left-click on the active slot and the components will be automatically toggling in order.

Option 2 Right-click on the slot and select the required component from the pop up window that appears.

## 3. Select chassis.

## 4. Install weapons into pylons.

## 5. You can also install a module in the shape of a head.

This will affect the robot functions.

## 6. Specify the number of robots of this modification that you want to build.

Depending on the available resources you can build more than one robots at a time, after you specify the number next to the "Build" button.

## 7. Press "Build".



**Note.** If you have specified more than one robots they will be built in order.

**Note.** The maximum amount of one order is five robots.

**Note.** The "Building History" button is used to quickly go back to those modifications of robots that you have already built.

A built robot remains by the factory and waits for your orders.

## 4.3. Build Turrets

Bases and Plants can have defense structures of their own. These are turrets. The turret must be constructed in a specially designated location (up to 4 of those around each building).

When you select the base or factory, you will see the "Build Turrets" button at the bottom right corner. The panel also shows the available locations for construction.



**Note.** If the "Build Turrets" button is inactive, it means that all of the turret locations for this building are already occupied, and you will not be able to build any new turrets, unless one of the old ones is destroyed.

When you press the "Build Turrets" button, a selection of different turret options will appear (some of them may be inactive, that means you do not have sufficient resources for them). The mouse cursor will change its shape to that of a selected turret after you click its icon, and the turret locations will be highlighted green on the map.

The cursor-turret will remain red until you move it to the designated location. To cancel turret construction press the "cancel" button in the bottom right corner.



#### 4.4. Manual Control Mode

There are two ways of controlling your robots. You can go to the strategic mode or use manual controls.

To activate manual controls press the respective button on the selected robot.

The camera will move "overhead" of the robot. You can change its height by using: **Page Up** and **Page Down** or by using the mouse scrolling wheel.

Robot Controls:

Forward – **w** (or up arrow)

Backward – **s** (or down arrow)

Left – **a** (or left arrow)

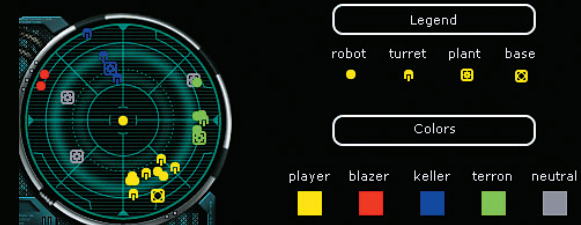
Right – **d** (or right arrow)

Shoot – **left mouse button** To turn the hull and aim weapons use mouse.



#### Radar

In the robot control mode the minimap will be replaced with the radar, in which you can see the enemy robot units.



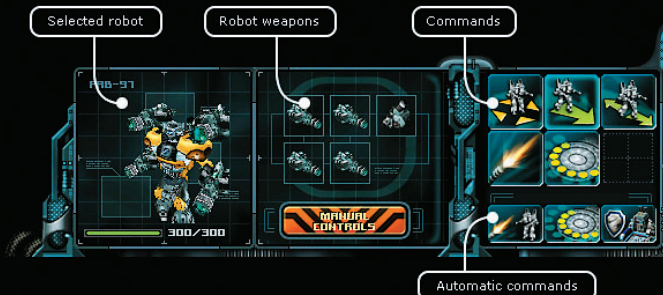
To exit the manual control mode press "Exit" in the bottom right corner or **Esc**.

## 4.5. Strategic Control Mode

There are two ways of controlling your robots. You can go to the strategic mode or use manual controls.



Left-click on the robot. The green circle that appears indicates that the robot is selected. In the bottom right corner you will see the robot command panel.



The panel is divided into three parts:

1. The selected robot and its hitpoints.
2. The robot weapons and manual controls button.
3. Command buttons.

Command System:

In the upper part of the command window are the five buttons with target-specific commands:

- **stop**
- **move**
- **patrol**
- **attack**
- **capture**

(for special types of units you can have additional **repair** and **explode** commands)

In the bottom are three automatic command buttons:

- **destroy enemy objects** – using the AI unit the robot will by itself start searching for and destroying enemy robots, turrets and buildings
- **capture buildings** – the robot will automatically search for buildings on the map and capture them
- **defend base** – the robot will protect your base from enemy invasion

The automatic command function is pretty unique, since you will not have to constantly track down the activities of your robots and change their orders, just press the command button once and the robot will do everything by itself.

*Hint. For user convenience we have also implemented robot group selection. Hold down the left mouse button and start dragging the expanding frame across the map to cover all of the robots that you want to group. When the robots are selected press **Ctrl** and any of the number keys from **0** through **9** to assign group number. Now press the numeric keys to select this or that group.*

## 4.6. Equipment

The robots are comprised of several components: hull, chassis, weapons and module. The Hull and the chassis are mandatory for any robot, whilst weapons and modules are optional.

### Hulls

The number of active weapon slots depends on the robot.



#### Monostack

One main gun slot.

Armor: Light.



#### Birex

One main gun slot and one additional weapons slot.

Armor: Light.



#### Diploid

Two main weapon slots.

Armor: Middle.



#### Paragon

Two main weapon slots and one additional weapon slot.

Armor: Middle.



#### Trident

Three main weapon slots.

Armor: Heavy.



#### Fullstack

All possible weapon slots.

Armor: Heavy.

### Chassis

Chassis affect the robot movement speed.



#### Pneumatics

A pneumatic action walking mechanism, that reminds of humanoid legs. Good for any terrain, save for deep waters.



#### Wheels

Armored wheels. Three pairs of broad wheels with heavy protectors. Good for any terrain, save for deep waters.



#### Tracks

A very slow tracked chassis. Reinforced with strong ultra-titanium armor.



#### Ecroplane

A hover-action ecroplane combining high speed and cross-country capacity.



#### Antigravs

The Dominators have achieved very good results in the sphere of antigravitation. These chassis they invented provide a robot with maximum speed and cross country ability.

### Modules

Additional functions are realized with the help of modules.



#### Blocker

Using the granular principle of metal diffusion, covers the surface of the hull with an additional layer of armor, increasing its strength by 30 units.



### Dynamo

In essence this is a giniro-oil pump. Pumps oil through all of the machine components, lubing them and substantially increasing the heat removal, which decreases the weapon overheating by 20%, and increases the firing rate by 20% and the speed of chassis by 20%.



### Locator

Increases the robot radar capacities and reduces noises. Increases weapon range by 20% and the radar effective range by 50%.



### Firewall

Emits direct noise and thus jams the enemy electronic targeting systems, decreasing the number of hits twice. Completely blocks stunner action. Decreases damage from the "Atomic Bomb" by 30%.

## Weapons

There are two types of weapons in planetary battles:

1. Eight types of main weapons – and those that are installed into the front pylons.



### Machinegun

A rapid firing weapon. Shoots 20mm cartridges. A large part of modern-day armor is quite affective against this gun.



### Cannon

A middle power weapon. Shoots armor-burning rounds with plasma warheads.



### Launcher

A good composition of price and quality. Long time to reload, but can penetrate any type of armor. Becomes a truly fearsome weapon, when several of these launchers a mounted onto one materiel unit.



### Spitfire

Thermal weapon – generate a powerful stream of flames. Has very small killing radius, however an ignited target will be burning for a long time, until all of the incineration liquid burns off.



### Laser

Hits the target with a powerful heat beam burning through practically any armor, or even molting it. Gets very overheated in action, and takes a long time to cool off.



### Plasmagun

Hits the target with plasma bundles. Has a unique firing rate and range, and almost never gets overheated (thanks to outside plasma generator).



### Stunner

Generates a direct electromagnetic impulse, suppressing the control signals of the propelling system. Allows to fully immobilize the enemy for some time.



### Repairer

A piece of repair equipment, rather than a weapon. This is a nanobot discharge device, which can repair damaged parts of robots. Normally integrated on a robot without other weapons.

2. And two types of additional weapons – those, that are installed into the shoulder weapon section.



### Mortar

A powerful weapon. Takes a long time to reload, but when shot from accurately inflicts a lot of damage.



### Atomic Bomb

A nuclear bomb is a super-powerful weapon. When actuated, destroys the carrier and inflicts heavy damage onto all objects around it. Used by fast kamikaze robots or in extraordinary conditions.

## 4.7. Buildings

The map shows two types of buildings:



1. **Bases** – Only those buildings where you can build robots.

Bases can be easily distinguished from other buildings – they have drawing doors with an elevator, with a ready robot placed on them.

When you click on such a factory, in the bottom right part of the window you will see the factory functional buttons: building robots and turrets.

2. **Plants** – resource developing facilities: titanium, micromodules, energy and plasma.

Titanium plant



Engineering complex (micromodules)



Power station (energy)



Plasma Laboratory



Click on the required building to select it and use the functions available – for instance by selecting a base you can build new robots or turrets. By selecting a plant you can build turrets in the specially designated locations.

Turret Types:



### Light cannon

A double-barrel weapon. Shoots light power rounds from two barrels at a time.



### Heavy cannon

A one barrel gun. Fires powerful cluster shells from one long barrel.



### Laser turret

A stationary laser gun. Fires constant laser beams. Burns through all types of armor.



### Missile turret

A powerful missile weapon. Fires armor-penetrating missiles with plasma propellants.